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SPALDING'S LIBRARY OF ATHLETIC SPORTS

TRADE SPALDING MARK

HOW TO PLAY

BASE BALL

— BY —

HENRY CHADWICK,

With Instruction in the

Art of Pitching,

FIELDING,

Batting and Base Running.

PUBLISHED BY A. G. SPALDING & BROS., CHICAGO, NEW YORK.

Eagle Press, Brooklyn, N. Y.

Spalding's Special Hand Made

KANGAROO BALL SHOE

FOR

Professional Players.

No. 2-0, - - - Price, $7.00.

WE now have on the third floor of our New York Store a thoroughly equipped Shoe Factory for the manufacture of fine Base Ball and Athletic Shoes. This department of our business is under the immediate charge and supervision of Wm. Dowling, who for several years past has enjoyed the reputation of being the leading maker of Athletic Shoes in New York. We employ in this department the most skilful workmen, and use only the very best material and are prepared to take special orders and make a special last for professional players.

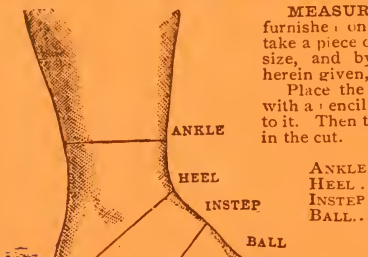
The special attention of Ball players is called to our new genuine KANGAROO BASE BALL SHOE, which will be used this coming season by the Chicago, New York, Detroit, and other prominent League players.

The above cut represents this Shoe, which is made from selected genuine Kangaroo skin, all hand sewed, slipper heel, cut low in front, and wide, so they can be laced tight or loose as the player likes.

Each pair is provided with alligator laces, and the whole Shoe made with reference to comfort and the hard usage required of it.

Our new Hand Forged Shoe Plates—for toe and heel—will be riveted on when required, without additional expense.

HOW TO MEASURE.



MEASUREMENT BLANKS will be furnished on application, or a player can take a piece of manila paper of sufficient size, and by following the directions herein given, can take his own measure:

Place the foot flat on the paper, and with a pencil draw around the foot close to it. Then take other measures as shown in the cut.

LEFT FOOT.

	INCHES.
ANKLE.....	"
HEEL.....	"
INSTEP.....	"
BALL.....	"

Ball Players will bear in mind that we make a special last for each man, which will be kept for future use. Satisfaction both as to fit and quality of shoe guaranteed.

CHICAGO. **A. G. SPALDING & BROS.** NEW YORK.

HOW TO PLAY

BASE BALL

BY HENRY CHADWICK.

COMPRISING

A TREATISE ON THE SCIENCE OF THE GAME

—WITH—

Special Chapters of Instruction in the Art of Pitching, Fielding, Batting and Base Running,

TOGETHER WITH

Hints on Playing Points in the Game—How to Manage a Team—How to Captain a Nine, etc.

—AND THE—

PLAYING CODE OF RULES FOR 1889,

—WITH THE—

OFFICIAL EXPLANATORY APPENDIX FOR THE USE OF UMPIRES.

PUBLISHED BY

A. G. SPALDING & BROS.

241 Broadway, New York. 108 Madison St., Chicago.

HENRY CHADWICK—"Father of Base Ball."

Henry Chadwick, the veteran journalist, upon whom the honored sobriquet of "Father of Base Ball" rests so happily and well, appears in portraiture, and so well preserved is his physical manhood that his sixty-three years rest lightly upon his well timed life. Since the age of thirteen he has resided in Brooklyn, New York, and is an honored member of the distinguished Society of old Brooklynites. He entered upon the journalistic career in which he has attained eminent distinction in 1856, his first work finding a ready field on the New York *Times*. In 1857 he associated himself with the New York *Clipper*, and was identified with that journal steadily for thirty-one years. After twenty-nine years of remarkable devotion to the interests of morning journalism in the metropolis, Mr. Chadwick retired in 1886 to accept an editorial position on the *Outing Magazine*, which, together with his work on the Brooklyn *Eagle*, keeps his ready pen busy. He is one of the most valued contributors on *The Sporting Life* staff, and his work in other journals has made his name a household word as the "Father of Base Ball." He comes from a famous family of English birth, his brother, Mr. Edwin Chadwick, being the noted sanitary philosopher of England. Mr. Chadwick has edited our League Guide since 1880.

A. G. Spalding & Bros., Chicago and New York.

PREFACE.

In preparing the latest of his standard works on the national game, Mr. Chadwick has combined in one volume his two separate books on Pitching and Fielding, and Batting and Base Running, previously comprising Nos. 3 and 4 of our Library of Athletic Sports; and in doing this he has produced the most complete manual of base ball yet published.

In the chapters on the art of pitching and fielding, which comprise the powers of the attacking force in the game, Mr. Chadwick presents a series of instructive articles on the work of the pitcher, in which are shown the special methods of delivery, the philosophy of the curve, the tactics of a strategist, headwork in pitching, the effects of speed, throwing to bases, balking, pitching by signals, battery work, change of pitchers, and the technical terms used in pitching.

In regard to the fielding there are special articles on team work in fielding, the pitcher and catcher as fielders, the infield, first base play, the second baseman's work, third base play, short fielding, the outfielder's work, backing up, and throwing to first base.

Added to these are instructive chapters on scientific batting, placing the ball, base hits and earned runs, the right form for hitting, playing points on the pitcher, the proper swing of the bat, facing for position, the

correct position in batting, the true criterion of effective hitting and sacrifice hitting, together with the latest points of play in base running.

This instructive work is the result of thirty years of experience in reporting the leading contests each year, as well as of work in formulating the rules of play in the game as Chairman of the Committee of Rules of the old National Association during the period of existence.

A. G. SPALDING & BROS.

The following letter from Mr. John M. Ward is noteworthy as emanating from so excellent a judge of the game and so able a writer on the subject.

HOTEL MARLBOROUGH,
NEW YORK, April 11th.

HENRY CHADWICK, ESQ.:

My Dear Sir:—I have read carefully your book on the arts of pitching, batting, fielding and base running. Your reputation as a masterful writer upon every department of base ball is so well known as to need no further endorsement. Yet I desire to express to you my appreciation of the merits of the book as an instructive and valuable work.

Yours very truly,
JOHN M. WARD.

INTRODUCTION.

In presenting a book of instruction for those desirous of learning how to play base ball, during such an exceptional period in the history of the American national game as that of the year 1889, unusual care has to be taken in preparing the work, so as to grasp every new point of play which has been developed within the remarkably eventful decade in base ball progress which marked the ten years prior to the year 1890.

In the earlier history of the game the task of preparing a book of the kind was comparatively an easy one. But base ball, as now exemplified by the leading professional experts of the day, differs materially from the base ball of twenty years ago, when books of instruction in the playing of the game were first issued. In fact, base ball, as now played, has become an art, and it is now a field sport calling for more manly qualifications, mental as well as physical, than any field game known to the Anglo-Saxon race, not excepting the noble old game of cricket.

Base ball in its early days was simply an active and enjoyable field exercise, well adapted for youth, and also for men of adult age whose sedentary business habits rendered it necessary that for health's sake alone they should participate in some recreative out-

door game. But the base ball of the period has passed its youthful days, and it is now in the full growth of a sturdy manhood, which calls for qualifications to excel in the game which men of healthy and strong physique, steady nerves, and of mental ability alone possess. In other words, base ball in its most attractive form has ceased to be a boy's game, and now stands forth as a field sport requiring manly qualities of the highest degree in every respect.

It is therefore no small task to prepare a complete book of instruction for the acquirement of a full knowledge of the art of playing base ball up to its highest standard, and it is this which the author has undertaken in presenting this latest of his works on the national game, trusting that his earnest desire to advance its popularity and promote its welfare, as also to develop its most attractive features to the fullest extent, will compensate for any shortcomings in other respects which may characterize any chapters of the book.

This new work replaces the two books previously issued by the publisher from the pen of the author, and as a whole they form the most complete book of instruction and the largest manual of base ball yet issued.

HOW BASE BALL IS PLAYED.

There are two ways of learning to play base ball; the one is to learn it for objects of recreation and exercise, and the other in order to become a noted and skilful professional exemplar of the game. The former involves but little trouble, inasmuch as the theoretical knowledge requisite for the purpose can readily be acquired in an hour's study of any standard work on the game, while an afternoon's practice on the field, in an amateur contest, will afford all the practical information necessary. To become a professional expert, however, not only requires an attentive study of all the rules and special points of the game but also a regular course of training in order to fully develop the physical powers, with a view to insure the highest degree of skill in each and all of the several departments of the game. This latter is a task which demands persevering application, fatiguing exertion, plenty of nerve and pluck, thorough control of temper, considerable powers of endurance, and, withal, the physical aptitude to excel in one or other, if not in all, of the four special departments of base ball, viz, *Pitching*, *batting*, *base-running*, and *fielding*.

The theory of base ball is as simple as that of any field sport in vogue, and herein lies one of its attractive

features. And yet to play the game up to its highest point of excellence requires as great a degree of mental ability, and the possession of as many manly physical attributes, as any known game of ball.

THE THEORY OF THE GAME.

The theory of the game is simply as follows: A space of ground being marked out on a level field in the form of a square, canvas bag bases are placed on three corners of the square—or "diamond," as it is technically called—and a home base of stone or metal on the remaining corner; the latter being so placed as to form the head of the diamond field. The contesting sides, comprising nine players on each side, then toss up for the first innings, and the winning side goes to the field, placing their nine players in the following nine positions.

When the fielders have taken their positions and the umpire is ready to discharge his duties, he calls for the striker, and the batting side send their first man to the bat. The pitcher then delivers the ball over the home base, and within the specified reach of the batsman (that is between the height of his knee and his shoulder), and the latter tries to hit the ball out of the reach of the fielders, so as to enable him to make the round of the bases, from first base to home, before he can be put out, in which case he scores a run. Others of the batting side succeed each other at the bat until three of them have been put out; in which case the first part of the first innings is ended and the

field side then take their first innings at the bat. This is continued until nine innings on each side have been completed, and at the end of the ninth even innings the side scoring the majority of runs wins the game.

Appended is a complete diagram of a ball ground with its "diamond" field, giving the figures of the dimensions, etc., in accordance with the revised rules for 1889. (See following page.)

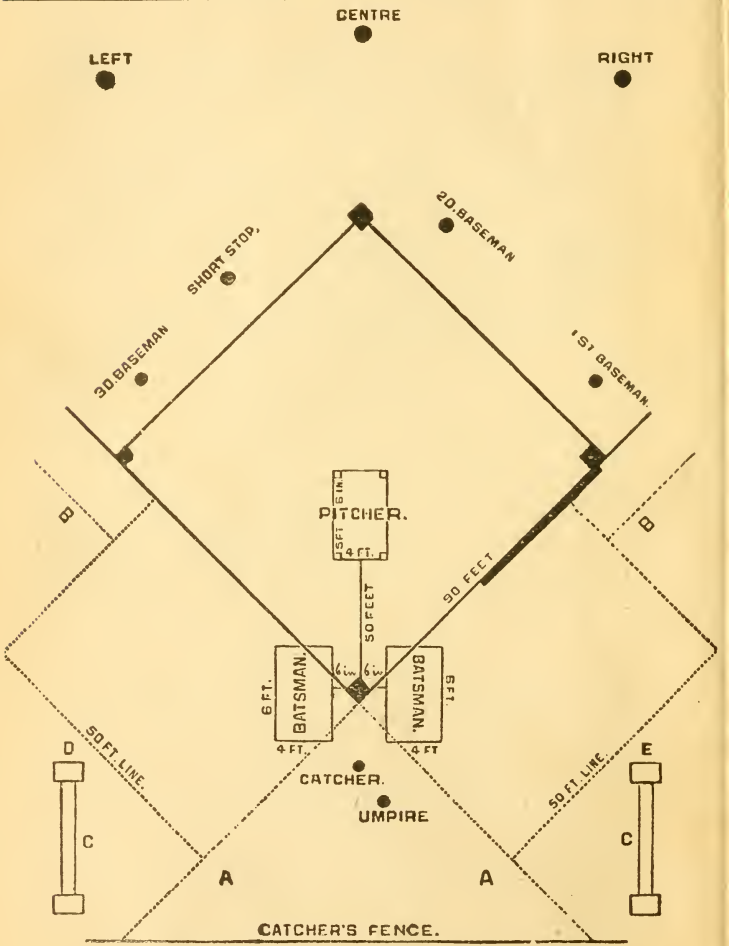
THE PLAYERS IN THE GAME.

It is not within the scope of this work to refer in detail to the qualifications necessary to fill every separate position in the ball field, as the book is intended more to give instruction in what may be called the scientific points of the game. We, therefore, refer briefly to what are considered as essential for the players who comprise the occupants of the three several departments of the field side in a game, viz: the "*battery*" *players*, the *infielders* and the *outfielders*.

THE BATTERY.

The double team of players of a nine known technically as "the battery," comprise the *pitcher* and *catcher*, and these two players are to the balance of the nine what the battery of a regiment is to the line of infantry. In fact the *pitcher* is the main reliance of the attacking force of the field corps, and on his skill in the delivery of the ball to the bat the success of the team as a whole largely depends. Of course, in order that the battery be made complete, it is essential that the catcher's work in receiving the ball

CORRECT DIAGRAM OF A BALL GROUND.



A. A. A.—Ground reserved for Umpire, Batsman and Catcher.
B. B.—Ground reserved for Captain and Assistant.
C.—Players' Bench. D.—Visiting Players' Bat Rack.
E.—Home Players' Bat Rack.

from the pitcher should be well up to the standard of excellence shown in the delivery of the ball itself. In other words, the two players should be trained to work together as a team, and not as two separate and distinct players in their respective positions.

THE INFIELDERS.

The infielders of a nine are the immediate supporting force of the "battery;" and they include the three base players—first, second and third—and the short stop or short fielder. While each of this quartette of players has, in a measure, separate and distinct fielding duties to perform in their respective positions, they form a special team, when ably captained—and they work together as a whole in backing up each other in their duty of *playing for the side*. Of course, when any one of the four ignores team work in his play, and simply goes in to play for a record, the harmony of the infield is broken up and the support of the battery is weakened in proportion.

In the division of the special duties of the four positions of the infield, the first baseman is required to excel in securely holding swift and widely thrown balls to him by the other three infielders; while the other two basemen are more busily engaged in fielding batted balls, and in throwing them to bases, or in putting out base runners; the short stop being the general backer-up of the infield and an assistant to the pitcher. In the field work of this quartette of players the second baseman holds the key position of the infield.

THE OUTFIELDERS.

The trio of outfield players of a nine differ from those of the infield to the extent of their being required to be long distance throwers, and especially well up in judging and catching high fly balls to deep outfield. Some years ago the left field position was regarded as the most important in the outfield; but the advance in scientific play at the bat has brought the rightfielder into a greater prominence, that position now affording the most opportunities for fielding assistance in throwing out base runners. It is a necessity in team work in the outfield that all three players should be on the *qui vive* the moment a ball is batted to the outfield, to aid one another in its quick return to the infield, backing up each other being as important a feature of skillful outfielding as it is of first-class infielding.

THE PRIMARY RULES OF PLAY.

The best way to impart instruction in regard to playing the game is to describe the working of the primary rules of play and this we now proceed to do.

When the fielders are in their respective positions, the pitcher in his "box" and the catcher standing about fifty feet back of the home base, the batsman takes his position in his "box" and the umpire calls "play." In the first place the pitcher is required by the rules to deliver the ball while standing within the lines of his position so as to face the batsman, at the same time holding the ball in front of him in sight of

the umpire. In doing this one of his feet must be on the back line of his "box" position. In the act of delivery he can take but one forward step. In delivering the ball he can either *throw* it, *pitch* it, *jerk* it, or use a *round arm* form of delivery as in bowling in cricket, provided that the ball does not touch the ground before passing the home plate. Every ball delivered by the pitcher to the bat which passes over any portion of the home base, and at a height not higher than the shoulder of the batsman nor lower than his knee, is a *fair ball*, and must be struck at by the batsman under the penalty of having "*strikes*" called on him, and three such called strikes puts the batsman out, just the same as if he had struck at three balls and failed to hit any one of them. If the pitcher fails to deliver the ball in the manner prescribed, and, instead, sends them in above the shoulder of the batsman or below his knee, or not over the home base, the penalty of "*called balls*" is inflicted, and four such called balls send the batsman to his base. The pitcher is also penalized in case he delivers the ball *illegally* or fails to deliver it after making one of the series of motions he uses in his method of delivery, such penalized action constituting a balk. In the case of an "*illegal*" delivery the batsman is given his base as well as the base runners occupying bases; but ordinary balks which do not involve the actual delivery of the ball to the bat, only give runners on bases a base and not the batsman.

The batsman is out when "*three strikes*" have been

called on him; when the ball he hits in the air is "*caught on the fly*," either "fair" or "foul;" when, in running to first base after hitting a "*fair ball*," the ball be held by the base player while some part of his person is touching the base bag *before* the runner touches it, or if the batsman steps out of his box to strike at the ball, or if he be touched by the ball in the hands of a fielder when not touching the base bag, or if he strike at a pitched ball out of his fair reach for the plain purpose of hindering the catcher. But if in running to first base the runner touches the base at the *same time* that the ball is held there the runner is not out.

The moment a batsman hits a ball fairly, that is, hits it so that it strikes the ground *inside* the boundary lines of the diamond field, either between home base and first base, or home and third, he becomes a *base runner*, and as a base runner he can be put out as follows: First, for failing to reach first base *before* the ball is held there; secondly, if the batted ball rebounds from the fair ground and strikes him while running; thirdly, if he be touched by the ball in the hands of a fielder before reaching a base, or while momentarily off a base which he is entitled to hold, or while running to first base he runs outside of the specified base path to first base, or if he fails to avoid interfering with a fielder in the act of trying to catch a fly ball. In running to first base the base runner is privileged to overrun that base, and he cannot be put out in returning to that base after such overrunning, unless he crosses the foul ball line in an effort to

run to second base on his hit. Or if, in running between bases, he pushes a fielder out of his way who is in the act of fielding a batted or thrown ball.

The moment the base runner reaches first base it becomes his imperative duty to reach second base at every risk short of a certainty of being put out. He has no time to waste, for if the pitcher does his duty, and sends in balls so as to force the batsman to strike at them, the runner will find himself "forced" off his base under too disadvantageous circumstances to avoid being put out. The point is to be actively on the alert to steal another base the moment the first base is reached, and not to wait to be batted around. A good base runner needs to have his wits about him all the time, and to act promptly and without hesitancy. In fact, a base runner who hesitates is lost. Base runners must bear in mind that they have not the right of way on the base paths when fielders are fielding batted balls, as in such cases they must avoid obstructing a fielder in any way.

Balls are batted "fair" or "foul" according as they fall on fair or foul ground; *fair ground* being that portion of the field lying in front of the foul lines from home base to the boundary of the field to the right or left; and *foul ground* all that portion of the ground lying back of these lines. There is an exceptional rule, however, in respect to foul balls, which makes a distinction between a ball hit direct to the ground from the bat, and that hit up in the air. In the former case if the ball is hit direct to the ground from

the bat, and, after striking fair ground, either rebounds or rolls on to foul ground it becomes foul, and if it be similarly hit foul and then rolls or rebounds on to fair ground it becomes fair; provided, that this change of position of the ball occurs before the ball passes either first or third bases. Under the revised rules of 1889, the batsman cannot be put out by a caught foul ball sharp from the bat while the catcher is standing up close behind the batsman.

PROFESSIONAL BALL PLAYING.

Up to 1868 the laws of the then existing National Association prohibited the employment of any paid player in a club nine; but so strong did the rivalry become between leading amateur clubs of the principal cities where the game was then in full operation, that the practice of compensating players had worked its way to an extent which entirely nullified the law. Finally at the Convention of 1868, the rule dividing the fraternity into two distinct classes was adopted, and in 1869, the first regular professional Club—the Cincinnati Red Stockings—took their place in the arena, and during the campaign of that year they encountered every strong Club in the country from Maine to California, and they met with such remarkable success as to make their career in that year noteworthy in the history of the game.

The success of the Red Stockings in 1869 led to the organization of other nines of that class, and by 1871 the professional Clubs had become numerous and in-

fluential enough to establish a professional Association of their own; and accordingly in that year the first series of championship contests under a regular official code of rules was established, and since then the professional contests have been the most interesting base ball events of each season.

With the introduction of professional base ball playing came sundry evils under the rule of pool gambling, which at one time threatened the very existence of the base ball fabric. This reached such a point of rottenness that the patrons of the game at the professional grounds became disgusted, and the interest in the leading contests of the period fell off to such an extent that the prominent professional club men, financially interested, found that nothing but the most stringent measures would save their clubs from bankruptcy. It was at this time that the "National League of Professional Base Ball Clubs" was organized, and in 1876 this League superseded the old Professional National Association; and from its advent the evils which had threatened the life of the game were gradually removed, as far as the prohibition of pool gambling in connection with the game was concerned, no pools being allowed to be sold on any League Club grounds, or even open betting permitted, under the penalty of the expulsion of the Club from the League which disobeyed the mandate. But no sooner was this trouble removed than a new abuse sprang into existence, and that was the evil technically known as "revolving." The rivalry existing between the League Clubs led to such efforts to strengthen

their respective club teams that underhand methods were used to induce strong players to secede from their home clubs and join those of a rival club whose financial resources were such as to admit of their paying higher salaries. This new trouble was increased by the organization in 1882 of a rival professional League known as the American Association; inasmuch as after the National League Clubs had agreed not to steal one another's players they offset their reform by stealing those of the American Association Clubs. In addition a revolt took place among certain leading players, which was brought about by the adoption of the rule of reserving certain players each season, and through the revolt a new League was organized, known as the Union Association, which offered a sort of sanctuary for offending "revolvers," alike from the National League and the American Association. But experience soon taught all three of the professional associations that "revolving" was an evil that must be done away with at any cost, so the National League, the American Association and the Western League formed a compact together known at first as the tripartite agreement, and afterwards as the "National Agreement," by which they united their forces and combined their interests in such a way as to deprive the revolvers' organization—the Union Association—of its means of existence, and finally it disbanded, the League forgiving its offending players and taking them one and all into camp again. From that time to the present the League and the American Association have stood shoulder to shoulder under the influence of

the National Agreement, which was strengthened and improved each year, until these two organizations became the controlling legislative power of the entire professional fraternity. Since this union for preservation occurred minor Leagues have sprung into existence under the sheltering wing of the two leading associations, until the time arrived for the introduction of one set of rules governing the entire professional fraternity, and this is the position the professional clubs and their Leagues and Associations occupy to this day. The grand result of this union of forces for the benefit of the majority has been to drive pool gambling out of the professional arena, and to put an entire stop to the revolving evil, and with this has come implicit public confidence in the integrity of the professional methods which now govern the fraternity at large.

Professional ball playing has of late years taken giant strides in popularity; and this advance has been largely due to the fact that stock company base ball organizations have found it absolutely necessary to their pecuniary interests, in investing their capital, that the game should be played in its integrity. Honesty in the ranks was several years ago shown to be not only the best policy to pursue, but a vital necessity in the preservation of the very life of professional playing. "Crookedness" among professional base ball players has been weeded out from the fraternity by strong coercive measures; and the lesser evils which have brought discredit on the class, are rapidly being eliminated from the game by

means of the repressive rules of the comprehensive "national agreement," which joins every well conducted professional organization in a combined effort to make professional ball playing an honorable occupation.

Within the last two or three years there has been a marked improvement in the character and standing of professional ball players. Tempted by the lucrative advantages of becoming a professional ball player, young men of marked intelligence and of superior education to the general class of the fraternity have entered the arena, and with the advent of this latter class of men has come a higher degree of integrity in the occupation. In fact, it is no longer considered discreditable to engage in the occupation of a professional ball player as it was a decade past, when the professional exemplars of the game were a few of them under the influence of the pool-gambling element. And just here, let it be stated, that the professional stock company organizations never administered a severer blow to dishonesty in the ranks than when they prohibited pool gambling on all professional association club grounds. There never has been, nor is now, a greater evil connected with all American sports than the curse of pool selling, which is the blight of all honorable professional work in sports of all kinds. Fortunately our national game is sufficiently attractive to draw crowded assemblages of spectators by its own healthy excitement, without the extrinsic aid of the pool box to attract large gatherings of people.

THE ART OF PITCHING.

THE DELIVERY OF THE BALL.

There are five distinct methods of delivering the ball to the bat in base ball, the pitcher having the choice of the simple *toss* of the ball, the *jerk*, the regular *pitch*, or the *underhand* or *overhand throw*. He also has the choice of the round-arm form of delivery, as practiced by the bowler in cricket. This latter form, however, is rarely used. The prevailing rule of delivery, is that of the underhand and overhand throw, the latter now being legal under all the codes of rules. With the choice of such a variety of forms of delivery at command, it will be seen that the pitcher only needs to attain that degree of proficiency in pitching which will give him perfect control of the ball, as regards accuracy of aim, combined with the power to impart that bias to the ball which yields the puzzling *curve* in the line of its delivery, to place him in the position of being able to take every advantage of the additional aid strategy will give him in fully acquiring the art of effective pitching.

The rule governing the pitcher in delivering the ball to the bat is as follows:

"RULE 18. The pitcher shall take his position facing the batsman with both feet square on the ground, one foot on the rear line of the 'box.' He shall not raise either foot, unless in the act of delivering the ball, nor make more than one step in such delivery. He shall hold the ball, before the delivery, fairly in front of his body, and in sight of the umpire. When the pitcher feigns to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat."

The correct definition of this rule is that the pitcher is debarred from lifting the foot which rests on the rear line of his position until the ball actually leaves his hand. In fact, as it is from the pressure of this foot on the ground which enables him to give the ball its last impetus in delivery, it necessarily follows that in lifting the rear foot before the ball leaves his hand he takes two steps in the act of delivery, and this double step the rule explicity prohibits. In feigning to throw the ball to the base it will be seen that he must immediately thereafter resume the original position of standing squarely on the ground and facing the batsman, and make a pause before attempting to deliver the ball to the bat. Should he feign to throw to a base and then by the same motion throw the ball to the bat, he violates the rule and commits a balk. This violation of the rule is defined in Rule 32 which states that:

"RULE 32. A balk is

SEC. 1. Any motion made by the pitcher to deliver

the ball to the bat without delivering it, and shall be held to include any and every accustomed motion with the hands, arms or feet, or position of the body assumed by the pitcher in his delivery of the ball, *and any motion calculated to deceive a base runner*, except the ball be accidentally dropped.

SEC. 2. The holding of the ball by the pitcher so long as to delay the game unnecessarily ; or

SEC. 3. Any motion to deliver the ball, or the delivering the ball to the bat by the pitcher when any part of his person is upon ground outside of the lines of his position, including all preliminary motions with the hands, arms and feet."

It will be seen that the pitcher is required to be very guarded in his strict observance of this rule. The penalty of a "balk" is the giving of a base runner occupying a base the succeeding base.

In the case of "*an illegal delivery*" of the ball to the bat the batsman also takes a base, but not otherwise, and a ball is illegally delivered to the bat whenever the pitcher in the act of such delivery steps outside of his position ; takes two steps in delivery, or, after feigning to throw the ball to catch a runner off a base, fails to pause and take his original position before delivering the ball to the bat.

THE CORRECT POSITIONS.

The pitcher can no longer take up the old familiar position in delivery in vogue prior to 1888, and which is shown in the appended cut, a position which enabled him to keep the ball behind his back prior to its direct delivery

The above position, when about to deliver the ball, is now prohibited, and he must stand in the manner described in the new rule which says: "The pitcher shall take his position *facing the batsman*, with both

feet squarely on the ground, the right foot on the rear line of the 'box.' This correct position is shown in the appended cut."

Under the new code of rules of 1889 the pitcher can place his rear foot on any part of the rear line, and is not required to step forward and place his right foot on the left of the centre line of his position as under the code of rules of 1888.

In throwing the ball to the bat his position just as he is about to take the forward step would be like that shown in the appended cut.

STRATEGY IN PITCHING.

"What is strategy in base ball pitching?" is a pertinent question. The reply is, that it is a resort to legitimate artifice to deceive the judgment of the bats-

man. The primary elements of successful strategic play in pitching may be summed up in brief as follows: First, to deceive the eye of the batsman in regard to the character of the delivery of the ball, as to its being fast or slow. Second, to deceive his judgment in reference to the direction of the ball when pitched to him, as to its being high or low, or where he wants it. Third, to watch the batsman closely so as to know just when he is temporarily "out of form" for making a good hit; and Fourth, to tempt him with a ball which will be likely to go high from his bat to the outfield and be caught.

The moment a strategic pitcher faces a batting opponent he begins to study up the peculiar style of handling his bat, with a view to discovering his weak points in batting. He observes how he holds his bat to begin with, and if he finds that it is not held so as to be well poised over his shoulder, ready for an effective forward swing to meet the ball, he counts it a point in his favor. The same, too, if the batsman holds his bat out in front of him, drawing it back as he prepares to meet the ball. Then the pitcher watches the character of the batsman's stroke, so as to note whether he swings his bat forward with a sharp, quick wrist stroke, or in the "slugging" style of hitting at the ball from the shoulder. The former style of stroke is likely to be effective against a swiftly pitched ball, while the latter generally fails unless designed to meet a comparatively slow ball. Another strong point in strategic pitching is catch-

ing a batsman "out of form." In fact, the pitcher should deliver the ball at the very outset with the view of getting his man out of form, and this he can generally do by sending in what may be termed "aggravating balls," that is, balls near enough within reach to make the batsmen want to hit at them, and yet too far away for effective hitting. A ball close in, followed by a wild pitched ball, keeps the batsman's nerves in tension; and this, with his constant expectancy of a good ball, and his disappointment at not getting one, causes him to become impatient, and then he temporarily gets out of his position of readiness to hit, and just then is the pitcher's opportunity for a quickly delivered ball over the base and at the legal limit, and if this is "done well when it is done" a called strike, or a poorly hit ball, is almost an invariable result. The catcher's assistance is needed in playing this point, for unless the catcher returns the ball to the pitcher quickly and accurately, the latter cannot avail himself of the chance to catch the batsman napping. The pitcher should consider the batsman as one open to a successful attack whenever the latter relaxes his sharp watching of the delivery of the ball, or fails to be in perfect readiness to meet it.

Another very effective point in strategic pitching is a thoroughly disguised change of pace in delivery. This is difficult of attainment, and as a general rule it can only be played with effect on the careless class of batsmen. It is absolutely requisite that the dis-

guise of the delivery should be complete, or otherwise the batsman will have time to prepare himself for the change of pace. The change from a very swiftly pitched ball to a medium pace or slow ball should largely depend upon the condition of preparation the batsman is in to meet the ball. If he is seen to be ready to make a quick wrist play stroke, then a swift ball over the plate would not be timely. Or if he is a "slugger" and is ready to hit from the shoulder, a slow ball would be just what would suit him. It is extremely bothering to the general class of batsmen to have a swiftly pitched ball flash by him when he is looking for a comparatively slow ball; and, *vice versa*, a slow ball proves troublesome when the actions of the pitcher lead the batsman to expect a fast ball.

It is a point of strategic play in pitching to avoid sending in a ball which is over the base and within the legal limit, as long as it can safely be done. When the batsman is seen to be ready for a straight ball, the pitcher should avoid sending the ball in over "the plate." When he does send it over the plate it should be when the batsman is not ready to meet it. The point is to keep the ball close to the limits but not within the legal range, except when it becomes too costly not to do so, and that is when three balls have been called. If a batsman takes his stand in a leisurely kind of manner, as if he was going to get ready to hit just when it suited him and no sooner, it is safe to send the ball in right over the plate at the outset, and

within the legal range. But if the batsman is one who gets right into form for hitting the moment he takes his stand, it is better to keep the ball wide of the straight mark, even to the extent of having two or three balls called, as then there is a chance of tiring him out so as to break up his good form for hitting. It is the part of a skillful strategist in pitching, never to let his batting opponent see that he is "rattled" by "punishment," and this term "punishment," by the way, does not mean base hits made from his pitching without regard to the runs they may yield being earned or not, but only base hits scored before three distinct chances for outs off the pitching have been afforded the fielders and have not been accepted. A pitcher is only "punished"—in the technical application of the term—when runs are really *earned* off his pitching. Suppose the pitcher sends in a ball which the batsman hits in the air and which affords an easy chance for a catch, but through bad play the chance is not accepted. And suppose that the next batsman taking his stand has three strikes called on him, and on the third strike the catcher fails both to catch the ball, or to throw the runner out at first base. And then suppose that the third batsman hits a short ball toward third base, and the ball is thrown too low or too high for the first baseman to hold it in time, and the third chance for an out is lost, and then base hit after base hit be made. Such hits cannot justly be charged as punish-

ing the pitcher, as, but for poor fielding, the side would have been out without a run having been made or a single base hit scored. Where failures of this kind occur, they should not be allowed to disconcert the pitcher, nor cause him to be "rattled," as they do not in the least militate against the effective character of his work. But when base hits are made and runs are scored before three plain chances have been afforded the fielders for outs, then it is proper to charge the pitcher with punishment. Even then it is his point to play to control his chagrin at the untoward result, and to endeavor to make up for the punishment by improved play in his position. This however, can only be done through thorough control of temper, aided by plucky, nervy, up-hill work in recovering the lost ground.

The rule of success in strategic pitching is never to send in a ball to suit the batsman unless you are obliged by the circumstances of the case to do so. The strategist learns how to pretend to do this without actually doing it, and therein lies his art as a strategist.

CURVING THE BALL.

The curve-line of delivery was first practically developed in pitching, by Arthur Cummings of the old Star nine of Brooklyn. It had frequently been noticed that many players in throwing the ball in from the out-field would throw it in in such a way as to make it curve through the air, and in such a line of

motion as to prove conclusively that the curved line was produced by some force other than the effect of the wind, or that of gravity. When this curve was practically brought to bear in pitching, it led to quite a controversy among scientific men in our colleges, such a thing as a horizontal curve being imparted to a ball in its passage through the air, having been regarded as an impossibility. It was conclusively proved, however, by a practical test in Cincinnati,—referred to elsewhere—and the solution of the problem turned out to be a very simple matter. The introduction of the curve made quite a revolution in the pitching department, and little else was thought of for a few seasons, as an element of success in pitching, until the batting began to recover from the demoralizing effect the curve had had upon it. Now, however, something more than either mere speed or the curve has been found necessary to give the attacking force a winning advantage over the defence in the base ball field, and it has been found necessary to combine strategy with the other essential elements of success in pitching. As before remarked, the three great elements of effective pitching in base ball, are: First, thorough command of the ball, without which, strategic play in the position is next to impossible. Second, the power to send in the ball with speed, and also the power to impart that peculiar bias or "twist" to the ball, which produces the curved line in all its variations: and Third, the endurance to stand the fatigue of the work of swift pitching, and the

pluck and nerve to coolly stand the hot fire of the hitting which marks a successful punishment of swift curved pitching by experienced and skillful batsmen. Combined with these is the great essential of strategic skill in pitching, without which element, no pitcher can ever reach the goal of complete success in his position. We shall take up these elements in regular order, fully illustrating the merits and points of each in a separate chapter.

COMMAND OF THE BALL.

The first essential in base ball pitching is a *thorough command of the ball.* A pitcher may possess the power to pitch swiftly, to curve the ball and the judgment to excel in strategy; yet of what avail are these essentials unless he has thorough control of the ball in delivery? Therefore the very first thing a novice in the art of pitching should do at the very outset of his learning how to pitch, is to obtain complete control of the ball in pitching so that he may be able to send it in just where he wants it to go. Especially is this command of the ball necessary in the use of the curve. Of what advantage to a pitcher is the power to curve the ball, unless he can control it so as to make his delivery accurate, or to use it or not, as occasion may require? In fact, the full effect of the power to curve the ball can only be realized when that power is one the pitcher can use at will. It is frequently as effective to temporarily drop the curve delivery as it is to send in the curve

ball when it is not looked for. Then, too, it is essential to change the direction of the curve from an "out-curve" to an "in curve," and from an "up-shoot" to a "down-shoot," and this can only be done when the pitcher has every such movement of the ball under complete control. Pitchers frequently have full command of one kind of a "curve" or "shoot" of the ball, while the other comes to them only by chance, as it were. This fault should be obviated by a thorough study of the subject, so as to remedy the difficulty by becoming as familiar with one curve as with the other. All this involves complete command of the ball and this point of effectiveness must be reached by attentive and constant practice before the pitcher can fully avail himself of the valuable assistance of stragetic play in his position.

SPEED IN DELIVERY.

The effectiveness of mere speed in pitching depends largely upon the character of the batting the pitcher has to face, and also upon the ability of the catcher to stand the hot fire of the delivery. Weak and timid batsmen who fear the speed of the pitching too much to be able to use their judgment in facing it, and who only think of the best way to avoid being hit, can readily be intimidated by very swift pitching so as to be struck out with ease. But when a nervy plucky batsman faces a swift delivery, and brings his judgment to bear on the tactics of the attacking force, it is found that mere speed costs more in wild

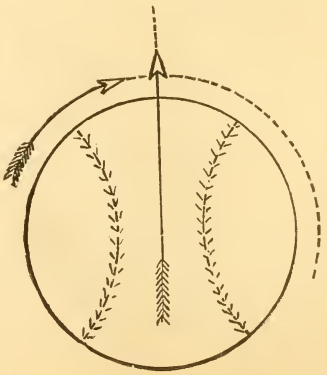
pitches, and called and passed balls than it yields in outs or strikes. Besides which, such class of batsmen frequently find opportunities to punish the mere swift pitching by quick wrist-play batting long before the third strike is called from it. In fact, speed in delivery is only advantageous when it is made part and parcel of strategic work in pitching, and not when it is the only feature of a pitcher's work in the "box."

There were several very striking illustrations of the inferiority of mere swift pitchers to strategists in the "box" afforded during the season of 1888 strategy taking an important lead over mere speed in delivery.

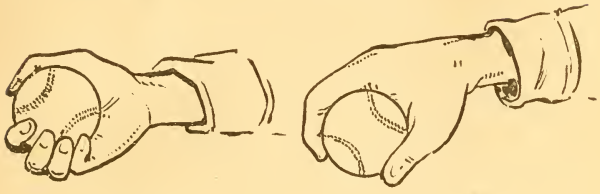
THE CURVE.

How to impart the bias to the ball which causes it to make a curved horizontal line in its progress to the bat, is a very important part of the practical knowledge of the art of pitching. A glance at the theory of the curve will enable the young pitcher to get the idea as to how it is done, and then he can very readily find out by practical experience the best way to carry it into effect. The theory of making a ball curve to the right or left horizontally in its passage through the air, is based on the fact that there is a retarding effect produced on that side of the ball which passes through the air quicker than the other side; and to produce this additional rapidity of motion a rotary movement is given to the ball as it leaves the pitcher's hand which causes it to revolve on its own axis horizontally as it passes through the air;

and the natural effect is to retard its progress on one side, thereby causing it to make a curved line in the direction of the side on which it is retarded. That is the theory of the horizontal curve in pitching. Its application in practice is to learn to give the ball the necessary bias or rotary motion to the right or the left in order to produce the in-curve or the out-curve. For instance, the appended diagram illustrates the lines of direction of a curved ball, the straight arrow showing the forward motion of ball through the air, and the bent arrow the rotary movement on the ball's own axis. The bias to the right or the left, is imparted by a movement of the wrist. It is impossible to describe the action of the hand and wrist in imparting this bias to the ball, the only way of acquiring a practical knowledge of it being by the example of an expert curve pitcher, or by testing it by repeated trials until the curve is attained. The diagram above referred to is as follows:



The methods of grasping the ball when about to curve it are shown in the appended cuts:



IN CURVE. OUT CURVE.

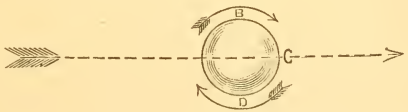
The effect of the bias given the ball in causing it to make a curve to the right or left, is governed by the speed of the delivery, as well as the rapidity of the rotary motion of the ball on its own axis. Thus, as the speed of the forward motion of the ball relaxes, the bias given it begins to take effect, and just as the rotary motion is rapid or moderate, so is the curve greater or lesser. The great point in curve pitching is to combine with the power of curving the ball that of controlling its direction so as to send it in over the home base, and within the legal radius as occasion requires. It is comparatively easy work to send a ball in fast, and at the same time to curve it to the right or the left; but the great point is at the same time to direct it over the home base. Whenever a pitcher possesses sufficient command of the ball to admit of his sending in a swift curved line ball just where he wants it to go, he becomes "a bad man" for any batsman to face, provided, of course, that with such command of the ball he also knows how to avail himself of skillful strategy in his pitching.

It should be borne in mind in using the curve that the speed of the delivery has a great deal to do with the distance from the hand of the pitcher that the curve in the line of the ball will begin to manifest itself, as also the speed of the rotary motion of the ball on its own axis. This is shown in the fact of the difference between the curve of a ball pitched forward swiftly, but with a comparatively slow twist imparted to it, and a ball pitched forward at a medium pace with a very swift twist given it.

The following is the theoretical description of the curve :

The ball in its flight is retarded in its forward motion by the resistance in the air, which acts upon it precisely as though the ball were at rest, and the wind blowing against it at a rate equal to the motion of the ball. This exerts a pressure on the front of the ball and a friction on its sides, just as the water so manifestly does upon a vessel. If the ball is merely moving straight forward, the friction is the same on top and on bottom, right and left, and the effect is only to slow the forward motion. But if the ball rotates as well as moves forward, we have a changed relation—a part of the ball's surface is moving against the air with greater rapidity than the rest, as a diagram will make clear. If the ball (or strictly centre of gravity) is moving forward (let us say at the rate of one hundred feet per second), and at the same time it is revolving so that points on its equator are traveling around its centre at an equal rate, it is evident that *d* is travel-

ing *backward* as fast as the ball, as a whole, moves forward ; while *b* is moving forward at its own rate *plus* that of the centre—that is, twice as fast as *c*. As the friction of the air increases with the velocity of the moving object, it must be greatest at *b* and least at *d*, being really zero at *d* under the conditions given. The *b* side of the ball is therefore retarded more than the centre or any other part, while the *d* side suffers no retardation. The result must be a curve toward the retarded side. When the rotation is on a nearly vertical axis, this effect will be at its maximum, and, according to the direction of its "twist," the ball will curve to the right or to the left—"*in*" or "*out*."



In this explanation the effect of gravity is assumed to be nearly a constant force, and not knowing the approximate velocity of "swift pitching," I do not attempt to consider whether the resistance of the air is proportional in this case to the first power, the square or the cube of the velocity. These points can affect the question of *degree* only.

This theory of the curving of the ball should be well studied up by every pitcher desirous of improving himself in his work. The more it is studied the more will possibilities for new points of strategic play in the position be developed.

THE VARIOUS DELIVERIES.

The following are professional instructions in the delivery of the various curves.

STRAIGHT DELIVERY.

Grasp the ball securely between the first and second fingers with the thumb on the opposite side, the other fingers being closed in the palm of the hand. Deliver the ball to the batsman with all possible speed, either by a straight throw from the shoulder or by an underhand throw at a level with the waist. In this, as well as all other deliveries of the ball, the pitcher should exert himself to retain absolute command of the ball if possible.

IN-CURVE.

Grasp the ball securely with all the fingers, the thumb pressed firmly against the opposite side. Throw the ball at a height equal to the shoulder, and at the instant of releasing it from the hand twist quickly outward, allowing the ball to twist off the ends of the first two fingers.

OUT CURVE.

Secure the ball in the hand by pressing it firmly between the first two fingers and the thumb, with the third and little fingers closed in the palm of the hand. In delivering the ball to the batsman throw the arm forward midway between the shoulder and waist, and at the moment of releasing the ball, turn or twist the hand quickly to the left.

HIGH IN-CURVE.

Hold the ball between the first two fingers and the thumb. Throw the arm forward with the hand above the shoulder. Twist the hand downward smartly, letting the ball roll off the ends of the fingers as the grasp is released.

A RISING BALL.

In getting the "raise" the body should be bent well forward, the ball taken the same as in out-curving, bringing the arm close to the body and the hand on a level with the knee, the palm of the hand turned up, and the ball let go when the arm is at its full length. The style of a delivery is very easy on the arm.

A SHOOTING BALL.

This curve, or shoot, is produced by rolling the ball off the tips of the first two fingers, with the palm of the hand facing forward. The arm should be well drawn back, and with a full swing brought forward on a line with the shoulder; the elbow is bent in towards and across the chest, at the same time bending the wrist and shooting out the arm with the elbow turned as much as possible to the left. The greater the speed the more "shoot" the ball will take, while too much speed will take the curve entirely out of the "out" and "drop" balls.

THE DROP BALL.

The drop ball requires more twisting of the body and arm than the other curves, and few men remain

long in the box who follow up this style of pitching. The way of getting the drop ball is to give the arm a jerk and send the ball more from the side. Buffinton gets his hand as high as his head, with a long swing, shoots the ball from his thumb and two first fingers with the palm turned up. He starts the ball as high as the batsman's shoulder, and snaps it in such a way that it seems to drop two feet in the space of two yards.

It would seem that all these curves would make a pitcher invincible, but they amount to little if the man using them has not full control of the ball and can disguise his delivery as well as change his pace without the batsman noticing it.

DISGUISED CHANGE OF PACE.

One of the most effective points of play in pitching is a well disguised change of pace in delivery. Nothing bothers a batsman more than to be prepared to strike quickly at a swiftly pitched ball only to find that his stroke has been too quick to meet the ball squarely on the face of the bat, owing to the lessened speed of its delivery. The same, too, when in anticipation of a slow or medium paced ball he hits right out from the shoulder, only to see the ball flash by his bat at the utmost speed of the pitcher. It requires a keen-sighted, nervy, and experienced batsman to be ready to meet a well disguised change of pace with any effect. Of course it will not do for the pitcher to openly make a change in the speed of

the ball, as all its effectiveness lies in his deceiving the judgment of the batsman as to the pace of the ball. To make the preliminary movements of a swift delivery, and then to be able to suddenly lessen the strength of the throw, without any apparent change of motion in the act of throwing, is not a very easy task. It can be done, however, and has been, and with telling effect on the large majority of batsmen. It is an especially effective point when facing one of the class of heavy hitting batsmen, the regular "slugging" home run hitters, who, as a general rule know rather less about scientific batting than the youngsters of a school boy nine.

The pitcher should make a point of practicing this change of pace so as to thoroughly disguise the difference in the speed of the ball. If done well and so as to deceive the batsman's judgment as to the speed of the coming ball it will invariably yield a strike called, or an easy chance to throw the runner from home base out.

An essential aid in making this change of pace is to have a perfect understanding with your catcher as to the code of signals which will indicate to him that you are about to deliver a swift or a slow ball. This code should be arranged beforehand, or otherwise, if you send in a slow ball after a swift one, or *vice versa*, your catcher will be likely to have a passed ball charged to him. Of course the signals must be disguised as well as the change of pace, or all the strategic effect will be lost. In changing from swift

to slow in your pace, see that your slow ball is not such an one as would be likely to suit the batsman for a favorite hit, or, if it be so, be sure that you have your out-fielders prepared for the expected chance for a catch. There is no virtue in a slow ball itself, but only in the strategic skill accompanying its delivery. In the old days of Martin's pitching of slow balls, the effectiveness of his delivery was not in slow pace of the balls he sent in, but in his never sending in a ball to suit the batsman, it either being too far out or too close in, or too high or too low. When he did send in a slow, fair ball, it was when the batsman was found unprepared to meet it.

CATCHING BATSMEN OUT OF FORM.

A very effective point in pitching is to watch the movement of the batsman closely, while he is standing ready to strike, so as to catch him unprepared to hit a "straight" ball with any effect, the "straight ball" referred to being a ball over the plate and within the legal height. This catching the batsman out of form invariably yields a called strike or an out. To play the point effectually there requires to be an understanding between the pitcher and the catcher, not only in order that the latter should be quick and prompt in his return of the ball to the pitcher, but that he should be on the alert for a rapid delivery of the ball from the pitcher in return. All such quick returns of the ball by the pitcher should invariably be accompanied by balls over the base and within the

legal height, or the play will lose its point. In playing this "out of form racket" on the batsman, it is essential to watch the batsman closely and to note when he becomes impatient in waiting for a specially desired ball, and temporarily takes a rest, as it were; then it is that he becomes open to this point of attack; for he is then "out of form" for making an effective hit. In sending in the ball when a batsman is thus caught out of form for good hitting, the pitcher must invariably send the ball in "over the base" and within the legal height, or his effort to catch the batsman napping will fail. It will be readily seen that marked command of the ball in delivery is very essential in playing this point. Of course the pitcher should watch the action of the batsman closely so as to be sure that he is not "playing possum" in pretending to be out of form when he is really wide awake to the attack, for this is a point for a skilful batsman to play on the pitcher.

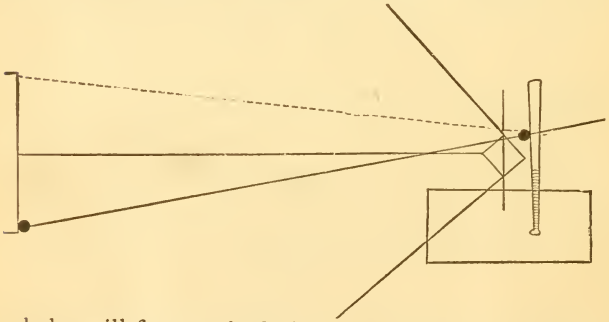
PLACING FIELDERS FOR SPECIAL HITS.

Nearly every batsman has what he considers as his pet ball to hit at. In some cases it is a low ball, in others a high one; but whatever kind of ball it is, it is one which he has become accustomed to as a favorite ball to hit at, and it is a point for the pitcher to make to find out what it is, and when he does, to place his field to suit the special hit, and then to send in the pet ball for the batsman to hit at. The pitcher must first ascertain, however, that the pet ball is not one which yields a telling "grounder," but a

ball which almost invariably goes from the bat high in the air to the outer field. The class of batsmen who are most frequently caught napping in this way are the hard-hitting or "slugging" class, who go in more for home runs than for scientific batting. In playing this point, too, the pitcher must be careful to have his out-field judiciously placed, and to have reliable judges of catches in position.

CHANGE OF PLACE IN DELIVERY.

When the pitcher finds himself facing a skilful batsman, well up in strategic play in handling the



ash, he will frequently find it advantageous to change the place of his delivery from the center of the "box" to the right or left of it. On a calculation of the swing of the bat meeting the ball at the home base, a center delivery would cause the ball to be returned almost direct to the pitcher. Supposing, however, the delivery is from the extreme right of the "box," and the ball should meet the same swing of the bat, the return of the ball would be to the extreme left of

the box. This is shown in the diagram on the preceding page. The dotted line shows the direction of the ball from the bat.

Of course the position in which the batsman stands changes the line of return of the ball materially. But a point can be made from it by close study.

To get at the philosophy of this point the pitcher will find it necessary to study the theory of properly timing the hit in batting, which he will find illustrated by diagrams in the chapter on batting. It is surprising how much an intelligent pitcher will find to learn in studying up the philosophy of pitching and batting, that is if he desires to become a thorough expert, and not a mere "machine" player.

PITCHING FOR CATCHES.

It is frequently a good point for a pitcher to play to pitch for catches; that is, to send in good balls to the bat which will tempt the batsman to hit them high in the air, and then lay his whole field out for catches. Care, however, needs to be taken in playing this point, so as to be pretty certain that the pitching is faced by a poorer class of batsmen than ordinary. It won't do to try this dodge on first-class batsmen, for it would be soon taken advantage of and at considerable cost of base hits and earned runs. The batsmen most likely to fall into a trap of this kind are those of the class of "sluggers" who go in for hard hitting and home runs at all costs. Those who wait for good balls and who are content with earning a single base by their hits, are not a safe class of bats-

men to pitch to for catches. With the heavy hitting class, however, it is a pretty safe game to play, provided that the pitcher has a sufficiently extensive outfield at command to admit of his men standing out far enough for the longest hit balls. In cases where the outfield fence is too close to the diamond, and long hit balls are likely to go over the fence, pitching for catches will not pay.

CHANGE OF PITCHERS.

The revised code of playing rules admit of the substitution of a new player in the nine in two instances. First, in the case of a player who may be disabled from active work in the field by illness or injury; and secondly, in the selection of a reserved player, whom the Captain of the field nine has the power of placing in the field as a substitute for any player he desires to put off the nine, not on account of illness or injury but for strategic purposes. But it is required by the rules that nine men must constitute the field force, and no less number can legally be played in the field, and, of course, no greater number. It therefore follows that the Captain of the nine can change his pitcher—that is, substitute another one of his nine players as pitcher in the place of the regular pitcher—at his option. It is customary, as a point to play, to have a "change pitcher" in the nine, so that in case the regular pitcher becomes "rattled," or is being badly "punished" by the batsman, a change of pitchers may be made with the view of keeping up the effectiveness of the attack. Of course as a point

to be played, the change pitcher should be one who is different in his style of delivery, or in the method of his peculiar tactics, for therein lies the advantage of the change. If a skillful strategist in the position should find himself temporarily overpowered by a strong assault from the batting force, a change of pitchers which would substitute a swift machine pitcher, frequently proves advantageous. While, on the other hand, if the latter style of pitcher is the "regular" man in the position, and he is being punished by the batsman, a change from the machine pitcher to the strategist comes into play with excellent effect. The point to be considered in changing pitchers, is, how to break up the feeling of confidence in hitting which the batting force benefits by when they are enabled to punish the pitching, and the change which will best do this is the change to be made. The reputation which a pitcher has in the fraternity, goes a great way in breaking up the confidence in hitting which batsmen suddenly attain in a match, for the batting force will frequently face a man comparatively unknown as a pitcher, with a degree of confidence which is not felt when they face a noted pitcher. And it sometimes happens, thatan inferior pitcher will temporarily prove effective in the position in breaking up confidence in hitting, where a better pitcher will fail. All these points should be taken into consideration, not only when making a change of pitchers, but also, when placing a change pitcher in the nine to be used in case of need.

THROWING TO BASES.

A point of play, peculiar to old time pitchers, was that of throwing to bases to catch a base-runner napping off the base. Experience, however, has so plainly shown that throwing to bases should be exceptional and not general, that it has gone out of use to a considerable extent. Of course it will not do for a pitcher to neglect throwing to bases; but it should only be done when he is very proficient in it, and never except by signal from the catcher. Under the existing rule applicable to balking, throwing to base by the pitcher has to be done very carefully indeed, as regards the movement in throwing, in order to avoid the penalty for balking. The pitcher, in fact, can only safely throw to a base, while standing in the box, before he has made any single one of the movements he is accustomed to make preliminary to his delivery of the ball to the bat. Accurate throwing to a base from the pitcher's position is difficult of attainment. As regards throwing to first base, that is the easiest base to throw to, and third base the most difficult. Taking the average result of throwing to bases, reliable data show that it is five to one in favor of the base-runner. The rule is to watch the bases closely, and make a frequent show of throwing, but only to let the ball go when a throw will be almost sure to tell. Under the new "National Rules" for 1889 throwing to bases by the catcher will have to be very expertly done to be effective.

A CATCHER'S ASSISTANCE.

Pitchers should bear in mind the important fact that, no matter how skillful they may be in the delivery of the ball to the bat, they must be largely dependent for success upon the character of the assistance rendered them by their catcher. It is especially a matter of the first importance to a strategic pitcher that he should have a first-rate man behind the bat to second him in all his little points of play. For this reason is it that pitchers and catchers should always work together in pairs. They should be familiar with each other's peculiar methods of playing their respective positions. A first-rate catcher for one pitcher might be almost useless for another, as far as helping the pitcher in strategic play is concerned. Each should fully understand the other's signals in a match—the catcher those of the pitcher, so as to be able to be prepared for a sudden change of pace; and the pitcher those of the catcher, so as to know when the latter wants his partner to pitch for throwing to bases; for it is almost impossible for a catcher to do his best in throwing to bases unless the pitcher sends him in balls especially for that purpose. A pitcher must largely depend upon his catcher in playing the point of catching a batsman "out of form," for unless the catcher is quick in returning the ball to the

pitcher the chance to play the point is lost. Then, too, the catcher can materially aid the pitcher when the former happens to know the peculiar style of his batting opponent and the latter does not, by signaling to him what kind of ball to send in.

BASE RUNNER'S DODGES.

Of course the pitcher will not be allowed to monopolize all the dodges and tricks of the game in playing points upon his adversaries in the diamond field; and among the latter who will avail themselves of artifices to bother and confuse the pitcher in his work, are the base runners; and the pitcher, when antagonized by wily base runners, must learn to school himself to a condition of apparent indifference to the working of their little "racket." One of the most trying positions a pitcher has to encounter in a contest is that which occurs when a runner has secured third base before a single man of the batting side has been put out. This position of things is aggravated when, at the same time, there is another runner occupying first base and endeavoring to engage the pitcher's exclusive attention in order to enable his companion runner at third base to get home and score his run. This is a situation which tries the nerve of a pitcher, and he never displays his skill in pitching more prominently than when he manages to keep the runner on third until the side is put out, and his base running adversary at third base thereby gets left. In fact, this is a pretty good test of a

pitcher's talent as an able strategist. No mere machine pitcher can accomplish this feat; it requires a man well versed in "headwork" pitching to do it.

CONTROL OF TEMPER IN PITCHING.

There are certain games in which thorough control of temper is as necessary to success as special skill in any department of the game, and this is an important essential in base ball. And in no position in the diamond field is it more requisite than in that of the occupant of the pitcher's "box." The pitcher who cannot control his temper is as unfit for his position as is a quick-tempered billiard player to excel as a winner in professional contests. Quick temper is the mortal foe of cool judgment, and it plays the mischief with that nervy condition so necessary in the development of skillful strategy. The pitcher must of necessity be subject to annoyances well calculated to try a man's temper; especially when his best efforts in pitching are rendered useless by the blunders of incompetent fielders, or he finds himself at the mercy of a prejudiced umpire. But under such trying circumstances his triumph is all the greater if he can pluck victory out of the fire of such opposition.

PITCHING AGAINST THE UMPIRE.

The experience of pitchers has taught them that, as a general rule, Umpires are but fallible beings, and that their errors of judgment frequently militate

greatly against the success of a pitcher who avails himself of his skill as a strategist in the position. It frequently, therefore, becomes a point to play on the part of a pitcher to "pitch for the Umpire" in a match as well as against the batsman; and by this nothing is meant in the way of making that important official the pitcher's adversary, but, on the contrary, to work on him in such a manner as to gain his good will to the extent of inducing him to decide in favor of the pitcher rather than the batsman when there is a doubt in the matter of rendering a decision.

For instance, when the pitcher sees that the Umpire is more concerned about avoiding being hit by the ball, rather than about the accuracy of his rulings in calling "balls" and "strikes," he should avoid, as much as possible, sending in balls which are neither directly over the base nor yet so clearly not over as to leave a doubt as to the line of their delivery; because under such circumstances all such doubtful balls are apt to be more frequently called against the pitcher than in his favor. Nervy and plucky Umpires who can coolly use their keenest judgment when facing the hot fire of a swift delivery, are sadly in the minority; and when a pitcher finds himself in the hands of an official who is apt to be disconcerted at times, he must suit his pitching to the exigencies of the case, and, to a certain extent, pitch for the Umpire, and not so as to annoy or intimidate him. Moreover, it is the height of folly on the part of a pitcher to work against the Umpire by repeated appeals for

judgment on strikes, as it is simply a tacit questioning either of his judgment or his impartiality. The pitcher should, by word as well as action, give the Umpire to understand that he has implicit faith in his impartiality, and relies fully on the soundness of his judgment, and if he can make just such a favorable impression on the Umpire as this apparent faith in his ability leads to, the calling of balls will not be as frequent as called strikes. A pitcher who, by word or action, incurs the prejudice of an Umpire in a match, is simply working against his own interests. To play points against the Umpire is simply to outwit his judgment, and to avoid giving him any cause for irritation or ill will.

BALKING.

The fewer motions a pitcher has in delivery the less time the batsman has for judging the character of the ball; besides which the base runner from first base to second is afforded less opportunity for successfully running his base when the pitcher has but few preliminary motions in pitching to the bat.

Some pitchers have twice the number of motions in delivery when there are no runners on the bases to the number they have when one or more of the bases is occupied. The best plan, however, is to accustom yourself to a regular method of delivery involving the fewest motions possible. As a general rule a number of preliminary motions in delivery fail to trouble any but a very poor batsman. In fact, they only serve

to make him more on the alert in watching the ball than he otherwise would be.

The new rules governing balks are so worded as to render it difficult for a pitcher to escape making a balk in throwing to bases, unless he makes his throw to the base before preparing to deliver the ball. A pitcher makes a balk under the new rules if he makes any *one* motion of the series he is accustomed to make in delivering the ball to the bat. For instance, if he stands with his left leg bent at the knee ready for the preliminary step, and then moves to throw to a base he necessarily commits a balk, as he makes one of the motions of his feet the same as in delivering the ball to the bat. Therefore, in order to throw to a base he must stand with both feet on the ground just the same as he does when throwing to a base after fielding a ball from the bat. The most effective way of throwing to bases is to stand up straight and ready to throw to first base while looking at the catcher and awaiting the latter's signal

The above cut illustrates this preparatory position.

BATTERY WORK.

The pitcher and catcher in base ball are technically called the "battery," and this team of two players are the main reliance of the attacking force in a contest. An effective pitcher is a tower of strength in himself, and a good catcher is almost equally as valuable, but unless they work together as a "team" they

divide their strength and weaken their power in proportion. Pitchers and catchers should always work together in pairs. They should be familiar with each other's peculiar methods of playing their respective positions. A suitable catcher for one pitcher, might be comparatively useless for another as far as helping the pitcher in strategic play is concerned. Each should fully understand the other's signals in a match —the catcher those of the pitcher, so as to be able to be prepared for a sudden change of pace, and the pitcher those of the catcher, so as to know when the latter wants his partner to pitch for throwing to bases; for the pitcher should know that it is impossible for a catcher to do his best in throwing to bases, unless the pitcher sends him in balls especially for that purpose.

An essential point in the formation of an effective "battery," is to pair the two men well together. Two mere "machine" players in the positions—that is, pitchers or catchers who never use "headwork" in their play—will never work well together, nor will two strategists together fully develop the full strength of a "battery," as the former pair will only do mere mechanical work, and the latter are too likely to conflict in particular ideas as to which are the most effective points to play.

PITCHING BY SIGNALS.

The pitcher and catcher should have a code of signals between them, and they should practice these

signs until they can read them as easily as their letters. Thus, when the catcher sees an opportunity for the pitcher to catch a base player napping off his base, a certain signal should be given by which the pitcher may understand that he is to throw to the base promptly. Again, if the pitcher is familiar with a certain habit of the batsman before him of hitting at a favorite ball, he should give the catcher a sign informing him that he is going to send in a slower or swifter ball or a higher or lower one than ordinarily is pitched.

Suppose, for instance, that the striker, who has either been put out, or has made his base, was one to whom swift balls had been sent, and that his successor is one whom slow balls bother, the pitcher gives a sign to the catcher—one, of course, that cannot be observed by his opponents—to come up closer to the bat, thereby informing the catcher that he is going to drop his pace in delivery; the batsman, not being aware of the proposed change, prepares himself to meet the same class of balls which were pitched to the batsman preceding him, and the result is, that the change of pace leads him to strike too quick at the ball. Of course, if this change had been indicated to the batsman by the call of the pitcher to the catcher to stand up close behind for the change of pace, the batsman would have been placed upon his guard, and thereby would be prepared for the change; but this exposure of the design of the pitcher is prevented by the private signal, and the judicious

manner in which the change is carried out. Just so, too, is it when a change from slow to swift delivery is made, a private signal intimating to the catcher to get back for swift balls. The catcher, too, should have a similar understanding with the out-fielders who should watch him closely when a new batsman takes his stand at the home base—so that when any change of delivery by the pitcher is made, the catcher by a certain signal can either send the out-fielders further out or closer in, according as the chances of a long high ball or a short one from the batsman are most probable. This strategical style of play is a great aid to success in all cases, but especially against inexperienced players, who do not perceive the "nice little game" that is being played upon them.

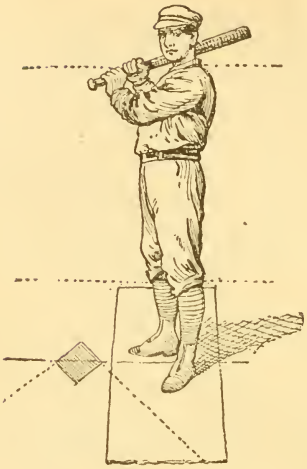
AN ILLEGAL DELIVERY.

The penalty of giving the batsman a base for an illegal delivery of the ball to the bat is applicable under the following violations of the balk rules. The pitcher illegally delivers the ball to the bat as follows: *Firstly*, when he takes more than one step in delivery. *Secondly*, when he fails to take his stand to deliver with his pivot foot on the rear line of his position. *Thirdly*, when he fails to hold the ball in plain sight of the Umpire when taking his stand to deliver it. *Fourthly*, when he steps outside the lines of his position, and *Fifthly* when he fails to make a pause after feigning to throw to a base to put a runner out. All these violations of the balk rule, too, give all base runners a base as well as the batsman.

It will be seen that the pitcher now has to be on his guard against making the following costly errors in delivering the ball to the bat. *First*, against giving a base on called balls. *Second*, against hitting the batsman with a pitched ball. *Third*, against giving base runners bases on a balk, and *Fourth*, against giving the batsman a base on an illegal delivery.

THE RANGE OF THE BALL IN DELIVERY.

An advantage the new rules give a pitcher lies in the abrogation of the rule which allowed the batsman to call for a "high" or "low" ball at his option. Under the new rule governing the range of a fair ball in delivery, the pitcher fulfills the requirement of the rule if he sends in a ball so that it passes over the home base, anywhere above the line of the batsman's knee, and not higher than the line of his shoulder. This rule does away with the difficulty the pitcher encountered under the previous rules of sending in waist-high balls, a "high" ball beginning just above the line of the waist, and a "low" ball just below such line. This compensates for the reduction of the called balls. The legal range in pitching under the new code is shown in the appended cut on page 62.



HINTS TO PITCHERS.

Out of Form.—When a pitcher sees a batsman standing carelessly at the bat and unprepared for the ball, a quick delivery will catch him "out of form," and get a strike called or a poor hit from his failure to be ready to strike properly.

Out Curve.—A ball which curves out from the batsman's position as it passes the home base.

Pitcher's Points.—These are the four iron quoits laid down on the four corners of the pitcher's position.

Punishing the Pitcher.—The pitcher is "punished" when the balls he pitches to the bat are easily hit to the field in such a manner as to prevent them

from being fielded in time to put either the batsman or base-runners out. No pitcher is "punished" simply because runs are easily scored by his opponents through errors, but only when bases are earned by clean hits off his pitching before three chances for out are offered off the pitching

PACE.—This is the technical term applied to the degree of speed with which the ball is pitched to the bat. There are three degrees of pace, viz., Swift, medium and slow.

RISING BALL.—A ball which rises on the line of its delivery to the bat.

UNFAIR BALL is a ball delivered by the pitcher that does not pass over any part of the home base, or does not pass over the home base within the legal range.

WIDE PITCH.—This term is applied to a ball which is pitched over the catcher's head out of his reach, or so wide of his position, on one side or the other, as to be just as much out of reach as in the first instance.

Before closing the chapters on pitching we wish to call the special attention of pitchers to Dr. A. H. P. Leuf's valuable treatise on The Hygiene for base ball players, published in Philadelphia, and for sale at Spalding & Brothers. It is a scientific work which discusses the causes and treatment of the disabilities of pitchers in the failure of their pitching curves. The chapter on curve pitching is the most scientific treatise of the kind yet published.

THE ART OF FIELDING.

Skilful fielding is by all odds the most attractive feature of the national game. It is something all can appreciate and understand. While scientific batting is only appreciable by those who fully understand the difficulties attendant upon it, fine play in the field can be enjoyed by every spectator, its beauties being as plainly apparent as is the characteristic blundering in the field of a mere novice in the art. In batting, however, while the great majority fully enjoy the dashing, splurgy, long-hit ball which yields a home run, it is only the minority who have sufficient knowledge of the "points" in the game to appreciate the scientific work of "facing for position," "timing the swing of the bat," "observing good form," and other like points in team-work at the bat. But in fielding, every one in the general crowd of spectators knows when a fine "pick-up" of a hot grounder is made; or when a hot "liner" is handsomely caught on the fly; or a short high ball is held after a long run in for it from the outer field; or when an apparently safe hit to right field is changed into an out at first base by the active fielding and quick accurate throwing in of the ball to the first baseman by the

right-fielder. Then, too, the brilliant catching of the swift curved line balls from the pitcher by the catcher, and the splendid throwing of the latter to the bases; all these features of sharp and skillful fielding are evidences of good work which the veriest novice in the crowd can understand and appreciate. Hence it is that fielding is at once the most brilliant and attractive feature of base-ball.

There is no department of the game, however, which requires more attention in the way of training to excel in it, than fielding does. A good fielder must be lithe of limb and with every muscle trained for active work in jumping, running, stooping, throwing, and, in fact, in every muscular movement which good practice in a gymnasium develops to advantage. In other words, a first-class fielder in base-ball must be a well-trained athlete. In no other field game of ball is fielding skill so essential to success as in the game of base-ball. In cricket a player may be valuable both as a bowler and batsman, and yet be but an indifferent fielder. In lacrosse, if the player is a swift sprint-runner his ability in other departments is regarded as of secondary importance; while, in football, daring pluck and wrestling powers are the most important elements in giving him the supremacy in the game. But in base ball, if the player fails to excel as a fielder his value as a member of the team depreciates fifty per cent. In fact, in no position in the game can a base ball player excel to an extent sufficient to make him useful unless he is fully

up to the required mark in fielding skill. Then, too, it should be borne in mind that it is fielding that is the chief element of success in winning games. Given a first rate "battery" in a team, and half its value is lost unless it be backed up by first-class fielding support. And the team may be noted for having two-thirds of the nine remarkably effective in handling the ash, and yet if they are below the mark in fielding skill, nearly all the advantage they derive from their good batting will be lost.

There are certain qualities a man must possess before he can go into field-training with any hope of attaining proficiency—he must be able to throw well, as regards both distance and accuracy; he requires pluck to face hard-hit balls; the judgment to know what to do with them when he fields them; the quickness of perception and the nerve to act promptly in critical emergencies; and the endurance to stand the fatigue of the work in the most important of the several field positions. Now, in batting, the veriest novice can with straight pitching hit a long ball to the outfield; all that is required is plenty of muscle and a keen eye. Of course, practice will make him hit with more accuracy, but nevertheless he can hit the ball without practice; but no novice can go into the field and handle the ball properly. Here practice is needed before any degree of proficiency is reached, no matter how physically capable a man may be to excel in the field. As between batting and fielding, too, in which both the batsman and the fielder are

practiced experts, there is far more attraction to the looker-on in seeing a fielder pick up a "hot grounder" handsomely, throw it accurately to the baseman, and to see it well held by the latter in time to put the base-runner out, than is possible from the mere act of hitting the ball to the field. The only attractive feature of batting, in reality, is when the batsman is faced by a strategic pitcher, and the former outwits the latter, and secures an unquestioned base-hit, despite the best of pitching and the sharpest of fielding. But as this is rather exceptional work in batting, while sharp fielding is the general rule in the field, the fielding naturally presents the most attractions to those of the spectators who are capable of judging of the true merits of the game.

Fielding has made rapid strides toward perfection within the past decade, and especially within a year or two. There is more system about it than there used to be. Last year, for instance, saw more of that special element of success in fielding——good "backing-up"—exhibited, than ever before. There was more "playing for the side" in the fielding of 1888 than in any previous season's work; and this important matter, too, is far more frequently seen in fielding than in batting. In batting, the rule is to play for one's individual record, because playing for the side is more self-sacrificing in batting than in fielding. In fielding, you really help your record more by playing for the side than for a special record; hence, "playing for the side" is necessarily more practiced in handling the ball than in wielding the bat.

CHANGING POSITIONS IN FIELDING.

One of the greatest mistakes a player can make is to leave a position he has learned to excel in, in order to attempt to excel in another. It requires years of practice in base-play to become familiar with all the points of any one of the three positions—all three having their peculiar characteristics, differing materially from each other—and for a man who for years has been playing in one position, and who, in that position, has got everything down to a spot, to go to another one and attempt to equal his play in the one he has left, is something one player out of a hundred cannot do. Certain men take to certain positions in the game of base ball naturally, as Creighton took to pitching; and some take to base-play more readily than to outfielding or catching or pitching, and when a man has found his place he is unwise to leave it to seek new laurels in another position.

There are three special departments of a base ball team, viz.: The "battery" players—the pitcher and catcher; the infielders, viz., the three basemen and the short-stop; and the outfielders, viz., the left, center and right fielders; and in commenting on the essentials of success required in each, and also on the points of play peculiar to each individual position, we shall begin with the "battery" players; and in referring to these players we shall only comment on that part of their duties directly connected with their fielding skill in their respective positions, those of the pitcher consisting of his ability to field and catch

balls from the bat, and to throw them accurately to the bases; while those of the catcher are comprised in the success of his efforts, not only to do the same thing, but also in catching and stopping balls sent in to the bat by the pitcher.

BATTERY FIELDING.

THE PITCHER AS A FIELDER.

The first requisite of a pitcher, as regards his ability to excel in fielding in his position, is the possession of courage and pluck in facing hard hit balls from the bat which come direct to him. No pitcher can fully avail himself of his good judgment in strategic skill in pitching who has any fear in facing "hot" balls from the bat. At the same time he may possess the requisite courage to meet such hard hit balls and yet not be amenable to the charge of being afraid to face a hot fire of such balls, because he deems it wise at times to dodge some exceptionally hot liner, or other. What we refer to is, the courage which does not allow him to flinch from an endeavor to stop or catch the ordinary class of hard hit balls. The assistance a pitcher is credited with when the batsman strikes out has nothing to do with his regular fielding assistance; nor are the errors charged to him on "called" or wild pitched balls anything to do with his direct fielding errors, the latter including only dropped fly balls, muffed or fumbled balls from the bat, and wide throws to basemen. The fielding points a pitcher is called upon to attend to includes his running to first base to hold the ball when the

first baseman deems it necessary to field the ball himself and to throw it to the pitcher on the base. Also in the case of a "foul strike," a "foul" hit ball not caught on the fly a "dead" ball, or a base runner put out for allowing a fair hit ball to strike him, and also in the case of a "block" ball, the pitcher must hold the ball while *standing within the lines of his position*, before the ball is regarded as in play; and therefore in all such cases he must, after fielding the ball, or after it has been thrown in to him, run to his position and hold the ball while in the box before attempting to put an opponent out. Under the National code of rules the pitcher must avoid sending the ball in so close to the line of the batsman's position as to run the risk of hitting him, as his doing so leads to the batsman's taking his base on such ball striking his person whether it hits him solidly or not, provided the batsman makes due effort to avoid being hit without being obliged to leave his position. Under the rules of 1886 the League code did not give a base unless the hitting of the batsman was intentional. This made the law a dead letter. The pitcher must therefore see to it that in pitching wide of the base, either as a point of play or from inaccuracy of delivery, that he takes care to avoid pitching the ball over the line of the batsman's position, for this he has no right to do, and if done, and the batsman be hit in consequence, the Umpire must regard it as an intentional act. In running in to take high fly balls, whether balls which are likely to fall in front of the foul lines or directly behind them to the right or left of the catcher, the pitcher should be

sure of catching such balls or he should give way to the catcher or the nearest in fielder. Moreover, he should very seldom back far from his position toward second base in trying to catch a high fly ball as the chance of his making such a catch in comparison with that of some other one of the infielders is not good. Another point to play by the pitcher in fielding is always to bear in mind the existing situation of affairs in the in-field every time he pitches a ball, so as to be as prompt as possible in fielding the batted ball—whether picked up off the ground, taken on the bound, or caught on the fly—so as to throw it at once to the right position. Suppose, for instance, a runner is on second and but one man out, and the batsman sends the pitcher a hot bounder, and the latter turns round to catch the runner from second napping, the point to play in this instance is, to drive back the runner—not forced off—to second by feints of throwing there, and yet be in time to throw the striking runner out. Should there be runners on first as well as second base when such a ball is hit, however, the pitcher then should not hesitate a moment, but promptly throw the ball to the third baseman so as to insure the "force off." The correct thing in doing this is to be ready to do it the moment the ball is hit. Such readiness is the result of being fully aware beforehand as to what the exact situation is; if you do not realize the position when the hit is made, the chances are that when you turn to look where to throw to, you will hesitate in your choice until too

late to throw either one runner or the other out. The excellence of the point of play lies solely in the readiness of the pitcher to comprehend the exact situation of things when the hit is made.

Though it is the duty of the short-stop to act as a sort of tender to the pitcher, the latter should never depend entirely upon such assistance, but attend to the ball himself when there is any possible chance of hastening a play by it. It is far too rare a thing to see a pitcher doing double duty, as it were, by his quick movements in fielding infield balls himself which are not generally regarded as balls to be fielded by the pitcher. It is "pretty work" in a pitcher when he is unusually active in backing up the first and third base positions when ground balls are hit near either of the boundaries of those bases. And it is quite the reverse to see a pitcher stand within the lines of his position almost indifferent in his efforts to field balls which do not come direct to him. It is this which shows the difference—as far as fielding can show it—between the pitcher who goes in for team work and to "play for the side," and the pitcher who is merely playing for a record of assistance on strikes.

THE CATCHER AS A FIELDER.

Catching behind the bat has come to be almost as important a position as that of the pitcher himself. There is a wonderful contrast in the play of the catchers of the present day and the comparatively

THE CATCHER

AND HIS ACCOUTREMENTS.

simple work the catchers of the old times had to attend to in their positions. When one thinks of Charley De Bost's easy task in facing Stevens' pitching in the old Knickerbocker Club days of 1857; or of the catching of Gelston of the old Eagles from Bixby's pitching; or that of Ed. Brown of the Eckfords from Frank Pidgeon's delivery; or of the graceful Masten of the old Putnams, in catching for Tom Dakin; or of Boerum in attending to Mat. O'Brien's pitching; all these lights of the old fraternity "pale their ineffectual fires" before the splendid work of the leading catchers of the National League and the American Association of the present period. To stand up close behind the bat and face the hot fire of a swift curve pitcher, even when the balls come within comparatively easy reach, is no small task; but to do this, and also be keen-sighted and active enough to catch the stray wide balls which come almost between the legs of the batsman, as it were, requires the most skillful play known to the position. When it is considered what the duties of a first-class catcher are under the present high standard of play, it is not to be wondered at that really "A No. 1" catchers are at a premium. Some are noted for their pluck, nerve and skill in playing up close to the bat, and in taking those dangerous looking fly-tips; others for their agility and judgment in securing difficult foul balls; others, again, for their swift and accurate throwing to the bases; and still

others for their plucky endurance of punishment in supporting a wild delivery. But where is the catcher who combines in himself all these essentials of first-class play behind the bat? Echo answers: "Where?" In our book on "The Art of Pitching" we pointed out the absolute necessity of possessing control of temper in order to excel in the position. This essential is equally requisite in a catcher as in a pitcher. It is, we know, pretty trying for a catcher, while he is striving his best behind the bat, to find a pitcher venting his ill-humor on him because the pitching is being punished, or a chance for a difficult fly-tip happens to be missed; but to get vexed at this kind of thing only results in a catcher's weakening his play. Anger clouds the judgment, unstrings the nerves, and mars the sight; and, the moment a player loses control of his temper, away goes with it that presence of mind so necessary in playing base ball up to its highest standard.

Of the noted catchers of ten years ago the fine work done by White—Spalding's catcher in 1875—presented noteworthy features worthy of copying. His forte was his remarkable reticence and wonderful activity. He presented quite a model for catchers in his style of handling the ball—that is, in his method of making his hands a sort of spring-box, by which he lessens half the force of the blow in holding it from a swift delivery. His agility, too, was especially noteworthy. But what we admired about his play was his quiet, effective way of doing his work.

"Kicking" is something unknown to him. And just here in parenthesis let us say that there is one thing in which White stands pre-eminent, and that is that, in integrity of character, he is a model player. Not even the whisper of suspicion has ever been heard against "Jim White." Herein lies as much of his value in a team as in his great skill as a player. This is a fact that club-managers thoroughly appreciate, as can be judged from the excellent selections made by the club-managers for 1889 It certainly inspires confidence to be able to insert in their circulars to the public a few remarks proving that "reputation is dear to players," etc., but it is no more so than it should be; dollars, no matter how obtained, are of less value to players than reputation, and when this is apparent to the public they will accept the fact that all the skill a player possesses is put forth in every game.

A feature of first-class catching is a prompt and accurate return of the ball to the pitcher. This is as important for effective play as is a rapid delivery by the pitcher; we don't mean as regards pace, but in sending in balls in rapid succession, by which the batsman is obliged to be on the alert all the time, with but little opportunity afforded for leisurely judging the balls. Some catchers hold the ball, after receiving it from the pitcher, for some time, with a view of throwing it to a base, or being ready for that play. But the best plan is to promptly return it to the pitcher, unless a base runner has started to run on the actual delivery of the ball. We have seen many

a base stolen while the catcher has thus held the ball, apparently in readiness for a throw. A prompt return bothers a base runner, especially if the return throw is swift and accurate to the pitcher. But the main value of it is that it enables the pitcher to play his strong point of catching the batsman napping by a rapid return of straight balls when the batsman is not ready to strike. Spalding was the first to introduce this style of catching, in aid of his pitching, and he got many a strike out of it through White's quick returns.

There is one thing a catcher should not be held responsible for, and that is the costly consequences of a reckless delivery of the ball by a pitcher who lacks judicious control of temper. There is something outside the line of duty a catcher is called upon to perform. He may be required to support wild pitching, while he is removed from the responsibility of the errors immediately resulting from it; but he cannot be bound to support the reckless delivery of a bad-tempered pitcher. It is very easy to say that a catcher ought to be able to do this, that and the other, in his play behind the bat; but there is a limit to the work a first-class catcher should be held responsible for, and that limit does not include the errors plainly traceable to a reckless delivery.

The habit some catchers have of showing off their skill as swift throwers to bases is a bad one. All that is necessary to be done in the way of this throwing to bases when men are close to their base, is that of

showing the runners that you have good throwing at command, and that it will be necessary for them to take no risks. There is but one base a catcher can throw to with any degree of accuracy, and that is second base. There may be an exception to this rule, but it is rarely seen. Throwing to first base is the least advantageous throw made by a catcher, and throwing to third is next. Throwing to short-stop requires swift and accurate work and a quick return of the ball home, to be successful; and the short throws to second, to catch a player running home from third, is risky work, not one throw in four of this kind succeeding. As a general rule the catcher who confines his throwing to one position, viz., that of second base, will do far more work in catching base runners napping, than one who throws to all bases with the same frequency.

A vile habit which some catchers are prone to indulge in is that of growling at umpires and disputing their decisions, or ill-naturedly questioning their judgment. This is something a first-class catcher is never guilty of, his silent acquiescence in the decisions of umpires being a creditable feature of his play. Aside from the fact that it is illegal and unfair, it is the worst habit a catcher can indulge in, for growling only increases the prejudice of the umpire and confuses his judgment, and his errors are sure to tell against the grumbling catcher's side.

BASE PLAY.

The three positions occupied by the first, second and third basemen require different qualifications to excel in them, though all need certain abilities alike In all three positions opportunities are offered for distinct and local points of play. The duty of the first baseman is mainly to securely *hold* balls thrown to him while he has one foot touching the base; while that of the second baseman is chiefly to *touch* players as they run from first to second; the third baseman finding his principal work to consist of stopping hotly batted balls, catching high foul balls with a great twist given them by the bat, and in keeping players from running home, while trying at the same time to put strikers out running to first base.

But these things are but the foundation work of the occupants of the three positions. Base players are the defenders of the citadel of the field, and each and all of them require to be first-class men in regard to their activity and alertness of movement; their courage in facing and stopping hard-hit balls, and their ability to throw swiftly and accurately for the distances required infield work.

The first base can be best occupied by a left-handed player, as the hand most at command with such players faces the balls going close to the line of the base; while a left-handed player is decidedly out of place at either of the other infield positions. Of late seasons it has been the custom to cover the open gap between first and second bases by making the second

baseman play at "right short;" but this has left a safe spot for sharp grounders close to second base, while it has also drawn round the short stop to second, and the third baseman to short-field to such an extent as to make hitting of ground balls near the line of third base a sure style of batting for earned bases.

FIRST BASE PLAY.

All basemen should be good ball catchers, but the occupant of the first base should specially excel in holding the swiftest thrown balls. He should, also, be fearless in facing hot balls from the bat, and expert in taking balls from the field, while holding one foot on the base. When a ball is hastily thrown to first base, his care should be to hold it, but at any rate to stop it. A good first base player ought to be able to hold a ball from the field, if it comes in anywhere within a radius of six feet from the base, and in case of high thrown balls he ought to take them at least eight feet high from the base. He must remember that the ball must be held by him—with some part of his person touching the base at the same time—*before* the striker reaches it, or the latter is not out; if the ball is held at the same time, the base runner is not out. Some first base players have a habit of taking their feet off the base the moment the ball has been held, and this frequently leads them to do so before holding the ball, or so quickly as to look so to the umpire, and the result is, that the striker is declared not out. In receiving a ball from the field,

the first baseman should stand on the base in such a manner as not to prevent the runner from reaching his base, as the umpire is justified in regarding any obstruction of the kind by the base player as intentional, if it could readily have been avoided, though the baseman may not have intended to obstruct his opponent, or prevent him from making his base except by legitimate means. In taking his position in the field, he should stand about twenty or thirty feet from the base toward the right field, and between the first and second bases, until the ball has been hit, when he should at once take his position with one foot on the first base, ready to receive the ball from the field. In taking his position for fielding, he will, of course, be guided by the style of batting opposed to him, standing further out in the field or closer to the base, according to the balls the batsman is in the habit of hitting. He should keep his eyes open for chances in points of play, especially when players are forced to vacate bases. Thus, for instance, suppose there is a player on the first base when a ball is struck to the pitcher and it is held by him on the bound, should the pitcher forget to pass the ball to second base and send it to first base instead—the runner standing on the base in the *interim* instead of running to the second base—the point of play for the baseman would be to take the ball from the pitcher while off the first base, and first touching the player standing on the base, put his foot on the base with ball in hand, thereby making a double play; for

though the base runner was on the base when touched, he had no legal right to be there, inasmuch as the batsman, not being put out, forced the base runner to leave the base, and he—the base runner—had no title to the first base until the batsman was put out. Had the baseman, in the above instance, touched the base first, with ball in hand, and then touched the player on it, the latter would not have been out, as, the moment the striker was put out the base runner ceased to be forced to leave the base. Similar points to this can frequently be made when a player is on the first base and the batsman hits a high ball, as the former, in case the ball is caught, has to return to first base, and in case it is missed is forced to leave for the second base, and is, therefore, very likely to be put out there. When an overthrown ball to first base is stopped by the crowd in any way—accidentally or intentionally—he must first throw it to the pitcher's position before he can use it to put a player out; and he should also remember that no ball hit by the batsman on which a balk has been called, can put the striker out no matter if held on the base in time, or caught on the fly.

The first baseman requires to be well posted as to how far it will be safe for him to leave his base to field a slow rolling ball, which does not go within the fair reach of either the pitcher or second baseman. In regard to this point, it is known that there is a certain kind of ball just hit quietly along the ground to the center of a triangle formed by the positions of

the pitcher, first baseman and second baseman at right short field, which almost invariably gives first base to an active runner, simply because it is a ball which tempts the first base player to try and field it himself, and all but old hands get trapped by it. Last season we saw several first base players try to field such short balls, and in nearly every case they failed. First-class basemen judge these balls admirably, and such leave them to the pitcher or second baseman to field to them unless they happen to come within a certain distance which the baseman knows he can get to and back before the batsman can travel from home to first. It is worthy of remark that these short hit balls are entitled to an earned base, no matter how poor the hit may look. No hit, be it remembered, is a "poor one" which allows the batsman a fair chance to earn his first base, while no matter how showy a hit may be, if it affords a chance for a catch, at the hands of a sharp and active fielder, it is a "poor hit."

THE SECOND BASEMAN'S POSITION.

We now come to the second baseman's position, and as far as base playing is concerned, it is one of the most important positions in the game. In fact, there is no position in the infield which requires more judgment in its occupant than does that of the second base. The first baseman is, in a measure, limited in his sphere of operations, and so is the third baseman to a less extent. But the second baseman

has the whole of the middle infield to cover, and by a lack of judgment he can readily give base after base to his opponents. The fact is, it requires a man of more tact and skill to fill this position than it does that of almost any other on the field, excepting, of course, the pitcher. Out-fielders have only to attend to their duties in catching and throwing, and the other basemen in special duties like that of the first baseman in holding balls thrown simply to him, and that of the third baseman in looking out for high foul balls. But the second baseman has to be equally expert in holding swiftly-thrown balls, and in looking out for high fly-balls, while he has, in addition, to be very quick in putting a ball on a baseman, and as active in backing up as the short-stop is required to be; and he has especially to be sharp in judging of a batsman's peculiar style of hitting, so as to be on the lookout to stop hot grounders passing near his base, or to catch high balls over the heads of the in-fielders intended to be safe hits. He is required, also, to cover second base and to play "right short stop," but his position in the field must be governed entirely by the character of the batting he is called upon to face. If a hard hitter comes to the bat, and swift balls are being sent in, he should play well out in the field, between right field and second base, and be on the *qui vive* for long bound balls or high fly balls, which drop between the out-field and the second base line. When the batsman makes his first base the second baseman comes up and gets near his base in readiness

to receive the ball from the catcher. He should remember that in a majority of cases his duty is to touch the base runner, and this it would be well to do in all cases when the latter is found off his base. The habit of touching base runners is a good one to get into, as there is then no likelihood of its being forgotten when it becomes necessary for a player to be touched. When the first baseman runs after the ball hit by the striker, the second baseman should at once make for the first base, as he is generally nearer to it than either the short stop or pitcher when balls are being hit between first and second bases. In timing for a throw to first base he should be sure of his aim, or, if in doubt, he should let the base be made, or otherwise the chances are that an overthrow will give his opponent his third instead of his first base. Hasty throwing is poor policy except the basemen are pretty sure in sending in a swift line ball, and there is a good man at first base to hold it. When a player is on the first base, and another on the third, the second baseman should be on the watch, so as to make a prompt return of the ball when the catcher throws to the second, and the man on the third attempts to run home on the throw. In fact, the second baseman requires to use his judgment all the time to play his position properly.

There is a point in second base playing which needs to be well looked after, and that is when a short hit ball is sent rolling to right short sufficiently near to the first baseman to tempt to field it; in such case the

second baseman should run to first base so as to be ready to take the ball from the first baseman fielding it. Then, too, in the case of a ball hit to right short and to right field when a runner is on first base, and when the batsman is trying to send the runner round, the second baseman—unless two men are already out—should devote his efforts to getting the runner out forced from first base. In all cases when only one man out if there is any possible chance as to which base runner to put out, always select the runner nearest to home base. When the second baseman attempts to field a difficult ball, and is in doubt whether to throw or not, better let the runner make his base rather than run the risk of throwing wild at the cost of an additional base.

THIRD BASE PLAY.

The most difficult of the positions on the bases to play well is that of third base, and of late years it has become more than ordinarily important from the introduction of the scientific style of batting, which aims only to secure first base easily—a phase of this batting being sharp ground hits along the foul line which the third baseman has especially to attend to. In fact, what with the high twisting balls sent foul from the bat toward third base, and the hot grounders, which are so difficult to pick up and throw quickly and accurately enough to first base, the third baseman requires to be a fielder of more than ordinary ability, and one possessing considerable judgment. It won't do for a third baseman to take up a

regular position every time he goes to the field, for the batting now in vogue requires him to change his place more frequently even than at second base. In one and the same inning he will be required to play between third and home bases and ten feet inside of the foul ball line to cover short ground balls, while another batsman may oblige him to act almost as short stop, and another force him well back into the field for high fouls. Then, too, he has to watch his base very closely when players are running their bases, as he has to take throws from the catcher and pitcher, as well as from the other in-field players. To stop a long hot grounder sent close to third base and to throw over in time to first base requires the most skillful of fielding, a combination of the brilliant "pick-ups" of Denny or Williamson, and the speed and accuracy of Sutton's throwing. The third baseman, too, has considerable work to do in running after high foul balls out of reach of the catcher.

When Ferguson filled the third baseman's position in the Atlantic nine about a dozen years ago he did some model fielding there. The style in which he picked up hot ground balls excelled anything ever before seen on a ball-field, no one approaching him in this respect. His quick throwing, too, was noteworthy; also his sure catching of fly balls. His excellence in picking up difficult grounders had been attained by practice in hand-ball playing; and club managers will find that practice in the hand-ball courts will be more effective in training their players

than any gymnasium work can be; for it trains to the endurance of fatigue, makes a man specially active, toughens the hands, and trains a ball player to field the most difficult of ground balls, besides educating his sight in fielding balls better than any thing else can do.

The importance of the third base position lies in the fact that on the play of the third-baseman, and on his sharp fielding of difficult balls, will frequently depend the loss of runs to his opponents, when the failures on the other bases are only made at the cost of a single base. In the case of a miss-play at third base, however, one or more runs scored is generally the result, that is, in cases where players are running their bases. When no men are on the bases the third baseman will have to be active in fielding the ball, and quick and accurate in throwing it, in order to prevent the striker from making his base. The third baseman takes a position closer to his base than either of the other basemen. Sometimes, however, he takes the place of the short stop when the latter covers the second base in cases where the second baseman plays at right short for a right-field hitter. In throwing from base to base hastily, take care that you throw low, rather than high, as a low ball can be stopped if not handled, whereas a ball overhead gives a run in nearly every instance. In fact, as a general thing, it is safer to allow a player to make one base than to run the risk of helping him to two or three bases by an overthrow. Accurate throwing from base to base

is a pretty feature of the game, and with straight throwers and sure catchers can be safely indulged in at all times, for though a player may not be put out by a throw, when he sees the ball thrown straight and handed prettily, it makes him hug his bases closer.

Your earnest, reliable base player when he goes into a match, or even a practice game, plays ball from the word "Go" until the contest is ended. He plays to win, but only to win fairly and manfully, and not like a tricky knave. He never plays to show off, never puts on airs, or plays one time earnestly and another time lazily or indifferently, as too many do, but he works like a beaver at all times, and that is the way to play ball.

THE SHORT STOP'S POSITION.

Of late years the position of short stop has almost become the key to the infield. The time was when the short fielder was regarded simply in the light of a waiter on the pitcher. In the old Hoboken days short stops were at one time thought to be rather in the way in the infield than otherwise; but when Johnny Grum, Dicky Pearce, Charley Thomas and other noteworthy occupants of that position, some twenty odd years ago, began to develop the resources of the short stop, and to practically illustrate the points of the position, there was quite a change of opinion on the subject. Since then short fielding has become the strongest force of the attacking power in

the infield outside of the pitcher's position. The reason is that the short fielder occupies the position of a sort of rover. Unlike the base players, though he has a fixed position in one respect—standing as he does in the field midway between third baseman and second baseman—his duty is to occupy the position of all three of the basemen when occasion requires. Moreover, he is the general backer-up of all the infielders. No short stop who does not excel in this special feature of his position is fit to occupy it. In addition, it is necessary that the short fielder should be a man of quick perception, prompt to judge of a situation, to take in all the points of the position at a glance, and to be able to act quickly and with decision. A peculiarity of short field play is that too often the reputation of a short stop is made or marred by the character of the play of the first baseman. We know of several short stops in years gone by whose success in playing their position was largely due to the effective support given them by their first baseman. The short fielder has many a ball come to him which is hard to stop and pick up so as to throw it in time to a base, so that, unless the baseman happens to be a player who can pick up a sharply thrown bounding ball, or reach out and securely hold a wide side thrown ball, or jump up and capture a high thrown ball, the play of the short fielder is sure to suffer. On such occasions, when hard hit balls are well stopped by the short fielder, and he scarcely has time to get them in hand to

throw accurately, unless he is sure of his baseman, the hit yields an earned base. Hence the importance of having first basemen in position who can not only do what ordinary first basemen are called upon to do, viz., stop hard thrown and straight balls, but who are able to shine in their position by stopping—if they cannot always field them—wide-thrown balls. The majority of the crowd of spectators cannot see how wide or bad a throw is made to first or second bases from short field, but they can see whether it be held or not; and when the ball is held the most of the credit of the out is given to the short stop for his assistance, when, in fact, but for the fine playing of the baseman in holding the wide or low thrown balls, the runner would have secured his base. The beauty of George Wright's throwing to first base was his accuracy of aim; knowing his own power of swift throwing, he would wait until sure of his aim, and then let the ball go like a rifle-shot. He has had many imitators in swift throwing to the bases, but very few in the accuracy of his aim, and it was in that particular that he so greatly excelled. A swift thrower from short field, even when supported by a first-class first baseman, is a costly player as a general thing. He likes to show off his speed too much, and forgets too often the cost of the exhibition. The short fielder requires to be in full accord with the pitcher in regard to being familiar with the latter's special points of strategic play, so that he may duly prepare either to stand in closer or out further than

usual. He should also be able to understand signals from the catcher, in order that the latter player, in throwing to second base, should be posted as to which man to throw to—second baseman or short stop. Thus, for instance, if a player be on first base, ready to run to second, and he should see the second baseman ready to receive a ball, he will hesitate to run; but should he see the baseman standing at "right short," leaving the second base apparently unprotected, he will run the risk of attempting to make the base. In this case the short-field should be able to signal the catcher that he is ready for the point, and at the same time that the catcher prepares to throw the ball to the base the short stop should be there to receive it, the latter starting to run from short to second just as the base runner starts to run from first to second. We merely refer to this point in order to illustrate the character of fielding an effective short stop is called upon constantly to attend to. He should always be in motion while the ball is in play in the field, first in watching balls that are sent to his own position, secondly in backing up the third base, and lastly in playing the second baseman's position, or in supporting the pitcher, to which player he should be a sort of special attendant, in order to save him as much work as he can. Moreover, the short stop requires to be an exceedingly swift and accurate thrower, as of all positions wild throwing from short field is the most costly. He should also be a very sure catch, especially in judging of those difficult high

balls which almost belong to the outfielder's position to take. The short field is especially adapted for an active fielder of short stature, as they can more readily attend to those short, sharp grounders which form the majority of balls to the short stop's position, and which are generally so difficult for a tall or heavily-built man to attend to.

The short stop should be constantly on the alert; quick in his movements, active of foot, a quick and straight thrower at short distances, and especially a man of good judgment, so as to know when to throw and when not to throw after fielding a ball. There was some very poor play shown by short stops last season, in the way of ill-judged throws. Some would throw hastily and swiftly, after failing to pick up a ball neatly, and thereby would add a wild throw to their fielding error. Others, again, would pick up a ball prettily and then be so deliberate in throwing—depending too much upon their speed—that when the ball did go to the first base it was too "hot" or too "wide" to be held. A short stop should be ready to run up and field a short hit between pitcher and third, or to run out and take a high fly short of the left field. The short stop has the best and the most chances given him for double plays on dropped fly balls, but it is not an easy thing to do. It will no longer do to catch the ball and then drop it, the point of play now being to let it go to the ground and then field it at once, covering the ball as it drops. The best-played "point" in this respect we ever saw

at the hands of a short stop was that played by George Wright on McDonald and Pearce in the first Atlantic and Red Stocking match of 1870. It occurred in the tenth inning of the game, after the Atlantics had retired the Reds for a blank score, and, with the figures at 5 to 5, had two men on the bases, with but one hand out, and just one run to get to win. McDonald was at second base and Pearce at first, with Smith at the bat. One good hit would have sent McDonald home and have won the game. First came a foul ball out of reach, and then Charley popped up a high ball, which George Wright prepared himself to take, and Pearce, seeing the almost certainty of the catch, held his base, as did McDonald, George Wright being careful to avoid any movement likely to indicate the point he intended to play. Suddenly, however, as the ball fell, George dropped into a stooping position, placed his hands flat to receive the ball near the ground, and the result was the ball bounded out of his hands on to the ground. It was picked up sharply, sent like a rifle shot to third base, where Waterman stood ready to hold it—thereby putting out McDonald, forced off from second; and by Waterman the ball was promptly sent to Sweasy, putting out Pearce, forced off from first. The result of this well played point was the retirement of the Atlantics for a blank score. The plan of holding out the palms of the hands flat so as to allow the ball to bound dead out of the hands, and with the twist taken out of it before reaching the

ground, is the best way of playing this point. Another way is to let the ball bound and smother it as it rises. It won't do to catch the ball and then drop it, as that amounts to a "momentarily" holding of the ball and consequently a catch.

A great many errors in fielding—or rather in failing to field—sharply hit ground balls, were charged to short stops last season for which they were not responsible. It is not generally understood that when the ball has a strong bias or twist imparted to it by the pitcher, and when it is sharply hit to the ground, it will diverge from the direct line of progress the moment it strikes the ground, and in such a way as entirely to deceive the fielder, who is prepared for the regular rebound only, and not to find the ball rebounding to the right or left and with unusual speed. These failures to stop ground balls are not errors, as they cannot be provided for by the most expert fielding.

Cool judgment in critical points of a game should be a feature of first-class short fielding. This was a merit of Dick Pearce's play in the old days, as was his sound judgment in all the strategical points. In emergencies and critical positions of a contest no other man was so cool and collected as Pearce. It was this very thing which really won the game for the old Atlantic nine in their second contest in 1860 with the Excelsiors, when the players on both sides, as well as the umpire, became befogged about a point of play in running the bases—a point which Pearce

alone saw and explained—the result being two men and side out for the Excelsiors, and their demoralization when they had the game in their hands. In this respect Dick excelled all the other short stops of his day.

SHORT FIELDING.

More opportunities are afforded the short fielder for playing strategic points in putting out base runners than are presented to any other occupant of the infield. He has greater supervision over the infield than any other player, and he combines in his position the double office of short stop and base player, being called upon to play both second and third bases, in emergencies, quite frequently. He is also the general backer-up of the infield. For this reason the short stop requires to be a player very quick to judge of points in strategic play, and to be perfectly familiar with every rule of the game, besides being cool and nervy in exciting periods of a contest. To illustrate: Suppose all three of the bases are occupied in the last inning of a game, with but one man out, but one run to get, and a hard hit ball is sent direct to the short stop; though a good fielder might be able to stop the ball well enough, such a player, lacking nerve and presence of mind for prompt action, or the judgment to decide quickly what was best to be done, would commit some error or other in throwing the ball which would allow the winning run to be

scored, and yet neither muff the ball in fielding it, or throw it to the base wildly.

A word about the recording of short stop's errors: As a rule scorers were too hard on short stops' last season in the way of charging them with errors. We saw some scorers charge short stops with errors when they failed to stop a hard hit ground ball well enough to pick it up and throw it in time to the base. To stop a hard hit grounder, even if the ball be not sent to the base in time, is a good play, and no error. If it is sent to the base in time, it is a splendid piece of fielding. Frequently hard hit balls from curved line pitching, when they strike the infield in front of the short stop, diverge on the rebound at a tangent, and thus escape capture. This, too, was frequently charged as an error when a base hit should have been credited. There is altogether too great a tendency to charge errors to fielders—to short stops in particular—in cases where hard hit ground balls are not stopped in time. It is difficult to do it even on a smooth, velvety turf like that of the infield of the old Union Grounds of years ago, and almost impossible on a rough or uneven infield, like that of the majority of ball fields.

The play in a game when the bases are occupied by runners is frequently marred by the failure of the short stop to back up basemen to whom the catcher or pitcher throws. There should always be an understanding between the short stop and both pitcher and catcher in regard to the

special conditions which will occasion either to make throws to the basemen, so that the short stop might always be on the *qui vive* to back up well. There was a tendency shown by some short stops last season to indulge in showy, swift throwing, as also in somewhat careless, slow throwing. A ball would be batted hard to the short stop, but still so as to enable him to pick it up in time, and when he had done this well he would take his time in throwing, and then send it in hot to the baseman, when a slower throw would have answered the purpose better had he thrown it as soon as he had fielded it. This was often done to "show off" in fast throwing, and of course, at the risk of the ball not being held in time. When a ball is hit to short stop so as to make it difficult to stop and field in time for the throw, then a swift throw is justifiable. But this throwing fast when the fielder has time for a moderate and more accurate throw, is not "good form" in short field work. Neither is the slow toss of the ball to the baseman, when the ball from the bat is one which gives the short stop ample time to throw it to the baseman. The habit of play in throwing should be straight-line throwing, with moderate but timely speed, leaving very swift throwing to special emergencies, when the critical period of a contest may excuse some extra risk being incurred. There was considerable throwing done from short field last season which may be classed as bad throwing, from the fact that it was not a point to throw the ball at all.

It is in this respect that the record of errors comes in with objectionable effect. There are numerous times in the course of a match when it is better play to hold a ground ball from the bat instead of throwing it to the base. These instances occur when there is no runner on a base, or only one on first base, and the ball hit to the short stop is a difficult one to pick up. Too frequently in such cases the fielder will try to escape the result of a "juggle" or "fumble" of the ball by a hasty throw, and generally at the cost of a double error in the form of either a wild throw or a failure to hold the ball by the base player. Better to abide by the one error and escape the double one by holding the ball and keeping the runners from getting extra bases. As regards the short stop acting as temporary second baseman, except when a ball is hit to right short and a runner is on first and is forced, it depends upon the peculiar style of batting of the man at the bat as to whether short stop plays as second baseman or not. Ordinarily, with a right hand batsman at the bat, the short stop will play in his own position. But when he sees the batsman "facing." for a right field hit, he should move down to cover second base, leaving the second baseman to go to right short. The same course should be pursued, too, when left-handed men come to the bat. Under the circumstances of the marked increase in right field batting of late years, and of the introduction of batting quartets of left-handed hard hitters the necessity for the short stop being able to be a good second base

player, becomes very apparent. A point played last season with good effect at times was that of the catcher throwing to short stop when a runner was on third, and another ran down from first to second to get the man on third home. This was not done in the old style of throwing to short stop's position, but in throwing a little to the left of second base, the short stop jumping forward and taking the ball and promptly returning it to the catcher in time. When the ball is swiftly thrown and accurately returned, the play invariably yields an out; but it must be understood by signal to be done effectually. There was one thing in short field play which was not always attended to properly last season, and that was the want of habits of play in throwing to each base according to regular rule. Unless a short stop plays by regular rule, habitually making the proper throw at the proper time, he is apt to get confused when left to judge a throw in a second of time. When two men are out, the short stop should disregard all temptation to throw a fielded ground ball anywhere but to the first baseman. When a runner is on first, too, such a fielded ball should be sent to second base habitually, except in the case of two men being out. Plays of this kind should be done by rule, and so habitually that the play becomes natural to the fielder, and he does it by instinct, as it were. In such cases, balls which come to him hard to field in time will reach the baseman sooner than they would if he were not habituated to certain rules of play. We have seen

some splendid short fielding in our day, but there is still room for more points and even better play than any yet exhibited.

THE OUT FIELD POSITIONS.

Quite a change has taken place within the past few years in reference to the importance of each position in the outfield. Twenty years ago the left field position was regarded as the position. That was in the days of the ten-inch-round, two-and-a-half ounce rubber ball, and when the so-called "splendid hits" to left field were regarded as the feature of the game, and fielding skill was considered of secondary importance. Now the most difficult work is done in the right field, and the old-time features of outfielding, the catching of long fly balls, has been superseded by brilliant instances of assistance in putting out players on bases by quick and accurate throwing in of balls, from the outfield positions. To one accustomed to see the headwork play of skillful outfielders of the present day, the old-time method would appear laughable. The old outfielder—even after the days of the bound-catch of fair balls—seldom deemed it worth his while to leave his position to go after a ball flying to any other position in the outfield. Playing for the side was then unknown, except in the instance of the old Atlantic nine, and also the Excelsior nine in 1860. In those days—and some players practice the same thing now—an outfielder thought he did his work well if he caught the fly-

ball that came to him, without troubling himself to run far to get it. Anything like an assistance in putting out players on bases from balls thrown in from the outfield was comparatively rare play, except that now and then an effort was made to put out players trying to make home runs. All this has been changed. During 1888 some of the prettiest outfield work that was done was in making brilliant plays in doubling up base runners from quick returns of base-hit balls to the outfield, and from double plays from well-taken fly balls, not to mention the many instances of sharp fielding in assistance rendered from right field in putting out strikers before they reached first base. Of course there are instances in which much of the importance of an outfield position is derived from the peculiar character of the ground. As a general thing, however, the three positions are pretty equal in their call for service from players, though, if anything, the right field has the preference, as being the place to put the best outfielder of the three.

An important effect of sharp outfield play in the quick return in of fielded balls, is that of bothering base runners. Any experienced base runner knows very well that in four cases out of five he can tell whether a long-hit ball from the bat is going to be held or not by this or that outfielder; and in this knowledge he makes his estimate of how many bases he can make on his hit. If the hit is a high one, falling a little short of the outfielder's position, so as

to oblige him to run in for the ball, and he knows his fielder well, he goes for the second or third on the hit, sure. But in the case of outfielders like Hornung, Hines or Evans it is difficult to tell when a ball is safe or not, if hit high in the air, and hence fewer bases are risked in running when such skillful outfielders are seen going after a ball than is done in the case of ordinary outfielders, not so remarkably long-reached nor active. It is in this special point of play that great activity, backed up by headwork, comes in with such telling effect in outfield positions.

The substitution of a comparatively dead ball in the game, compared to the old lively rubber filled ball of years past, has had the effect of materially changing the character of outfield play, and of giving more importance to the playing of the outfield positions. When the old rubber ball was in use and heavy hitting to the outfield was the rule, all the outfielders had to do was to stand out as far as they could, catch the ball and throw it in promptly; no opportunities were afforded them then for judging of a batsman's play, as it was all chance hitting, each going in to hit the ball as hard as he could, and with no idea as to which part of the field the ball would be likely to go. Since the new ball has been in use, however, outfielders have been allowed opportunities for "headwork" in judging of the style of batting by their opponents, and of playing their positions accordingly. For this reason in choosing outfielders for first-class professional nines, something more than

the mere ability of the fielder to catch the ball and throw it in a long distance must be considered, and that something is the judgment of the fielder in being able to play the strategical points of his position, and to do something more than to merely stand out in the field and catch a ball that comes to him, or to run after one and throw it in a hundred yards. We have seen outfielders not only watch carefully every private signal of the pitcher, but also judge for themselves in the matter of the style of the batsman's play, and to get in closer, stand out further, get nearer to the foul ball lines, or to move more to the left or right as the style of hitting appears to require, thereby showing their ability to play the strategical points of their positions. In the case of using an elastic ball, any man who is a safe catcher and a long distance thrower will do to play in the outfield against lively ball batting; but in the case of the use of a dead ball, with its accompaniment of scientific batting, outfielders must be men who can use their heads as well as their hands, or the positions will not be efficiently played.

Outfielders should never stand still or occupy one position all the time, but be ever on the move, ready for a quick run, or to back up each other. They should never hold a ball a minute, but promptly return it to the infield as soon as handled. In thus returning the ball they should invariably send it in to the second baseman, unless some other fielder is designated on call by the captain. But in the case of

a fly catch in the outer field, when bases are being run, the outfielder should, of course, throw to the base player the base runner is returning to. The outfield is the place for the change pitcher of the nine to occupy. All three of the outfielders should watch the movements of the pitcher and batsman closely, so as to be ready to judge the ball likely to be hit to them. When a good batsman is at the home base they can get in closer than when a home-run hitter handles the ash. When the outfielders see that foul balls are being hit frequently, they should get up near the foul ball line. It is easier to run in for a short ball than to back out for a high one, and therefore they should not stand in too close, though going out too far is worse still. No outfielder should stand still simply because the ball does not happen to come in his direction. Activity and judgment in being prompt in support is characteristic of first-class play in the out as well as in the infield. With the comparatively dead ball now in use outfielders will do well to stand in closer than hitherto. It is better to let a long ball go over your head now and then than to miss the chance of taking short high balls on the fly, which are sent just over the heads of the infielders. Where one long ball is hit five short ones are sent to the outer field.

In regard to running in for a catch, it is always better to stop and be sure of fielding the ball than to continue to run in in the hope of catching it in brilliant style, only to find yourself overrunning the ball,

and thereby letting your adversary secure an extra base or an unearned run. Such a thing as a double play from an outfield catch used to be very rare; and putting out a player at first base from a throw in from right field, was a feat almost unknown. Now an outfielder does not play up to his mark unless he frequently makes such plays during a season's campaign.

No one would suppose that after twenty years of regular professional playing, and of even a longer experience than that in the training of professional nines, any outfielder would be found playing his position as if he were a mere ornamental figure in the team, and only played in one particular position to attend to particular balls which happened to come directly to where he was standing. But yet several such players were seen in the outfield teams of a few professional nines last season. That is, they played their position as if they had only a limited portion of ground to cover, and therefore had no occasion to get out of their special locality to field balls sent to the positions of other out-fielders. "What d' yer blame me for? It wan't my ball; it was the center-fielder's ball." This was the tenor of many of the explanations made by this class of outfielders last season, when they were called upon to answer the charge of making an error in not properly attending to their duties. The great point in outfielding is to send each man into the position to play as if he were the only outfielder present to cover the whole outfield. The idea that a left fielder has only to attend to left

field balls and a right fielder to those sent to right field, is an exploded rule of the old amateur days. What the short fielder is to the basemen in the infield in giving them support by judicious backing-up, so should each of the three outfielders be to one another. The moment a long high ball, or a hard-hit liner, or a hopping ball is hit to the outfield, that moment every one of the three outfielders should be on the alert to catch it, stop it, or to field it when it happens to be missed or fumbled by the fielder to whose particular position the ball is sent. Of course it should be plainly understood beforehand as to who is to attend to the high fly ball when it comes, so as to avoid a dangerous collision, and the dropping of the ball between two hesitating fielders. In all other instances, too, no proper outfielding is done unless it is seen that all three fielders are in motion after the ball, hit to any part of the outfield. Here is an instance of how this thing works: In a match last season a long high ball was hit to the left fielder's position. The moment the ball was seen flying to the outfield all three of the fielders were on the move after it. The left fielder backed down on running to catch it; the center fielder ran down near him, to be ready to field it in case of a drop, and the right fielder ran up toward the infield to be ready to forward the ball in on a sharp, quick throw toward infield. A splendid catch was made by the left fielder, and he had time for a long throw in to third base; but the point we wish show is that of

the prompt assistance afforded by the other two out fielders working together as a team, which the three outfielders should be taught to do in all first-class nines. But this particular branch of the system of "playing for the side" is never seen where your outfielders are composed of men playing for a record, Your record man seldom troubles himself about balls out of his district; and if, being a left fielder, he sees a ball sent flying to right field, he just folds his arms and becomes a mere looker-on, even if he does not inwardly hope to see a rival fielder make a muff, by means of which his own record will be benefited; whether that be done at the cost of the team at large, and perhaps that of the game itself, does not affect him—his sole consideration being his record; and if this is kept all right by his leading his two companions at center and right fields, everything else is of little consequence. Nowadays catching high fly balls, hit by muffing batsmen to the outfield in their silly efforts for home run applause, is one of the least things an outfielder has to do. And, moreover, it is possible that an outfielder who has made an average of but one catch to a match, may have done more real service to his side, by splendid fielding support in backing up and assisting the two other fielders, than he whose record in the average figures is at the top. Harry Wright, when at center field in the early days of the Boston nine, used to show the outfield business, done upon the principle of playing for the side, in fine style. He always led in assistance from

his position, and in backing up. Harry got at balls at center field that few outfielders ever trouble themselves to go for; he knew where to lay for most hitters—a great point in outfielding. Some splendid work in making difficult catches was done in the outfield last season, and also in throwing balls in accurately and in time. And, by the way, this throwing-in business is something which offers a field for improvement. Your long-throwers are just as fond of throwing balls in from the outfield for the sake of the throw, as fast throwers in the infield are in throwing fast to first base. Throwing home to the catcher from the outfield is a very nice thing to do, and it is important that it be done well if attempted at all, as overthrows from this quarter are damaging, in that they invariably yield runs instead of merely bases. It is no easy matter for an outfielder, after concentrating his mind on the effort to catch a difficult fly-ball to turn suddenly and grasp the idea of the position in the infield quickly enough to know to what point to throw. In such cases a throw home is generally resorted to, and in three cases out of five an overthrow is the result. Let it be borne in mind that a well-trained professional nine contains three distinct teams, which work together as a whole—that is, the "battery," or team of pitcher and catcher, the basemen's team, and the outfield team. When nines are composed of men selected on the basis of this team principle, and not for their individual records, then we shall see better work done.

GENERAL HINTS ON FIELDING.

There is no habit fielders have that is more characteristic of school boys, or which leads to more unpleasantness and ill-feeling in a match, than that of finding fault with those who commit errors of play in the field. Every man in the field tries to do his best for his own credit's sake, and if he fails, censure but adds to his chagrin without in the least improving his play; on the contrary, fault-finding is only calculated to make him play worse. In no game are the amenities of social life more necessary to a full enjoyment of the pastime than in base ball. Particularly acceptable are words of commendation for good play, and remarks calculated to remove the annoyance arising from errors in the field, to young ball players, and these form some of the strongest incentives to extra exertion on their part, besides promoting kindly feelings on the field and during the game. We must enter our protest against the fault-finding, grumbling and snarling disposition which continually censures every failure to succeed, and barely tolerates any creditable effort that does not emanate from themselves, or in which they do not participate. Such men as these constitutional grumblers are the nuisances of a ball field, and destroy all the pleasure which would otherwise result from the game. Every manly player will keep silent when he sees an error committed, or if he makes any remark at all, will apologize for it in some way. Those who find fault

and growl at errors of play are of the class who prefer to gratify their malice and ill-temper at the expense of the unlucky fielder who happens to "muff" a ball or two in a game.

Fielders should remember that the captain of the nine is alone the spokesman of the party and the commander of the field.

No outfielder should hold a ball a moment longer than it is necessary for him to handle it in throwing. In the infield, however, a ball can be sometimes held by the fielder with safety and advantage.

Never stand still in your position simply because the ball happens to go in another direction than the position you occupy, but always be on the move to aid the other fielders, or to back them up. Activity in the field and judgment in being prompt in support is the characteristic of a first-class fielder.

Play earnestly at all times, whether in an ordinary practice game or in a match. Get into the habit of doing your best on all occasions. It is invariably the mark of a vain and conceited ball player to walk on the field and play in a game as if he was conferring a favor by participating in the game; and players who play with an air of indifference as to the result of the game, or who become despondent when the odds are against them, are no players for a first-class nine.

Next to seeing a man field well, the most attractive thing is to see a player take things easy and good-naturedly. If you miss a fly ball, allow an import-

ant ball to pass you, or fail to handle a ball in time on a base, nothing is more boyish than to vent your ill-temper on some one who may have balked you in catching it, or thrown it to you badly. Control yourself and take it smilingly, or if you lack the moral courage to do that, keep your mouth shut at least. Your good-natured fellows who play their best all the time, and yet take everything bad or good with a good-natured smile, are as desirable as companions on a ball field as your growlers are to be detested.

When an error of play is committed do your best at once to remedy the evil by using your best efforts to get at the ball, either after missing it, letting it pass you, or failing to hold it. Some players after "muffing" a ball will walk after it like an ill-tempered, sulky ten-year-old.

TEAM WORK IN FIELDING.

We have before called attention to the marked difference between the field work of what we call a mere picked nine, viz., a nine composed of good players in their respective positions, but who are entirely new to each other's style of play—or, if not, are equally disqualified from doing team work by the uncongeniality of their dispositions, or from like causes—and a nine who work together as a whole with machine-like unity and effect, and who are a regular team in their trained method of playing into one another's hands for the benefit of the side. It is very evident that the importance of this difference is

being realized more and more each season, and the result is that nines are being organized more on the sound basis of their doing team work than in accordance with the old plan of selecting mere picked nines. One special feature of the best team work in fielding during the season of 1888 was the effective play shown in "backing up" one another. This involved, of course, some extra field work, but the advantages accruing from it more than compensated for the additional labor. It worked in this way: The ball was pitched to the bat; it was hit to the infield in such a way as to necessitate sharp handling in picking up the ball in time to get it to the base. Promptly on the hit being made, the pitcher and catcher ran behind the first base to stop the ball in case of a wide throw. Perhaps five times out of six this backing up was not actually needed; but it was there the important sixth time, with the result of two or three bases saved, if not a base runner put out. This system, carried out in all the positions, not only inspires confidence in fielders obliged to throw quickly, but it deters base running, and keeps runners from taking risks to reach bases they would otherwise attempt. Besides which, it gives confidence to the field by making their work more that of a trained team than of a mere picked nine.

THE ART OF BATTING.

A noteworthy feature of the improvement which has taken place in the general playing of the game of base ball, has been the marked difference in the advance made in the fielding department compared to that of the batting. In the progress of education in the knowledge of what may be termed the "science of the game," the art of batting has greatly lagged behind that of fielding ; and one reason for this has been the fact that but little attention has been paid to the study of the theory of skillful batting, while improvement in fielding has been forced on the professional class by the fact that the great mass of the patrons of the game, while knowing little or nothing about scientific batting, can fully appreciate the beauty of skillful exhibitions in the field ; and hence an impetus has been given to a spirit of rivalry in fielding excellence, while in regard to batting the incorrect data on which the annual statistics of average play at the bat are made up, and the premium which is offered to "record playing" at the bat by the injudicious method of scoring the game, and the prominence given to batsmen in the line of heavy hitting, has had the effect of retarding the progress of the true art of skillfully handling the ash.

Up to within the past year or two a great deal of the batting done in the professional arena was but little, if any, in advance of that which characterized the prominent clubs of over a dozen years ago. One cause of this failure to improve batting as rapidly as fielding has been, has been the reluctance shown by the professionals to studying up the subject of how to handle the bat properly. For years past the majority of players have gone to the bat possessed either of bad habits in their manner of holding and swinging the bat, or lacking in knowledge of how to use their bats with the best effect, even if they did stand in a correct position and hold their bats properly. As a general thing, they have taken their stand at the bat with no fixed rule of action, but simply on the principle of going in for general results, as it were, trusting to what is called "luck." One player's idea is to hit as hard as he can at the first ball that comes within his reach. Another's is to wait for a particular kind of ball, a pet of his, and then hit it as if his sole object was "to knock the stuffing out of it." This kind of batting is especially characteristic of "hard hitters" or home-run-hitters—men who think that the end and aim of a batsman is to make home-runs. This class of batsmen average a home-run hit to about every twenty outs from poorly-hit balls. Of course, keen sight and muscular strength are essentials in batting skill, but judgment and its practical exemplification in strategic play are even more important. The batsman who can be most relied upon for a

single-base hit is worth two of your home-run class of hitters. The former is the man to win in the long run, though the latter may excel in cutting a dash or making a showy splurge in odd games.

In the science of batting there are certain rules, the neglect of which must prove damaging to the batsman's general play. First comes the rule which requires that he should "stand at ease" when he takes his position at the bat; that is, to stand so as to be able to swing his bat to meet the ball with the easiest movement at command. Then there comes the rule governing the proper method of swinging the bat forward to meet the ball; in this latter the manner in which he stands has an important bearing. The proper poising of the bat preliminary to making the forward swing in striking, too, is an important matter. But the one thing in the science of batting which has, up to within a year or two past, been but little understood, or, if understood, has been sadly neglected, is the rule governing what is technically called "*facing for position*"—that is, taking your stand at the bat in such a manner as to lead to the control of the regular swing of the bat, causing it to meet the ball so as to send it in the direction of either one or the other of the three outfield positions of the field, viz., The right, center, or left field. More attention has been paid to this by the more intelligent class of professionals of late than ever before, and the result has been, to that extent, improvement in batting. But, as a general thing, chance hitting has been too

much in vogue for any marked progress in scientific batting. This, and the paying of too much attention to the playing for a record—the record in question being one which gives no criterion of skillful play at the bat whatever—have been the principal drawbacks to a relative advance in the practical knowledge of the true art of batting, in comparison to that which has characterized the fielding in the game.

A great inducement held out to the class of heavy hitters is the prominence given by base ball writers of the sporting papers, and in the columns of the dailies which give space to reports of the doings of the fraternity in the field, to total base hits. Some of these papers not only enlarge the scores with details of two and three base hits and home runs, but they give special prominence in their introductions to the scores, to the batsmen who excel in making "two baggers," and "three baggers," while they add a special point of praise to the batsman who scores a home-run, no matter whether the player who makes it has to tire himself out with a 120 yards "spurt," at his utmost speed, to gain a single run, or to bring in one or two base running companions. The practical effect of all this is to destroy a batsman's ambition to excel as a "team player" in batting, and to drive him into playing solely for a high average record of total bases. We hope to show in the following chapters that scientific batting is the basis of successful team work in handling the ash, and that the batsman who can the most easily earn a single base, and who is willing

to sacrifice his record of total bases and a high average in faulty statistics in order to bring in a needed run, does work in batting in "playing for the side" worth all that the most brilliant heavy hitting batsmen ever accomplished.

THE ART OF BATTING.

In no department of the game are more facilities offered for strategic play than in batting; but it requires an intelligent player to engage in it successfully. The batsman who would be invariably successful must resort to strategy, for if he depends solely upon a quick eye and a strong arm he will fail. These are very excellent as aids, but a comparatively poor dependence to place your trust in altogether. The batsman, when he takes his bat in hand, finds opposed to him nine men, and though to the casual observer it may seem a very easy undertaking to bat a ball out of the reach of only nine men, covering as large a space as a four or five acre field; yet when you come to face nine experienced and active fielders, you will soon be taught to realize the fact that "headwork" is as important an element of success in batting as it is in pitching; and you will then see that to earn bases on hits, and thereby to score runs, you will have to play "points" pretty successfully.

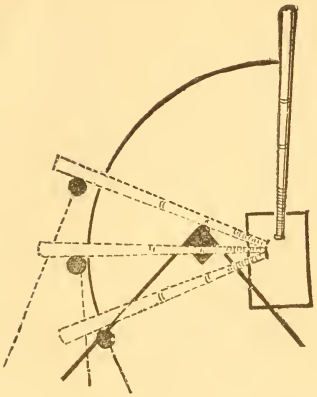
From the moment the batsman takes his stand at the bat, to the time he strikes a fair ball, he should stand in proper form for hitting at every ball, or he will be sure to be caught napping by a skillful

pitcher, and find himself retiring from a tip, a poorly hit ball, or from called strikes, instead of taking a well earned base. This proper form for a hit is important. It is fatiguing, of course, to stand still and keep prepared for hitting, while ball after ball is sent in out of reach; but it must be done in order to secure chances for hitting the ball you want when it does come. A skillful pitcher is always on the alert to find the batsman "out of form," and not prepared to hit, and the moment he sees him thus standing "on the loose," he is sure to send him a good ball, and the batsman either strikes at it hastily or lets it go by him, only to see the ball fielded easily, or a strike called on him. The batsman is only in proper form for a good hit when he stands squarely on his feet, with the bat grasped firmly about six or eight inches from the end of the handle, and with the point of the bat partly resting over the shoulder. He should never hold it horizontally, and especially should he avoid pointing it toward the pitcher. In fact, the only way in which he can swing it so as to meet the ball at the proper angle is to bring it down from the shoulder; he then brings the weight of the bat as well as the power of his arms and wrists, to bear upon the stroke. In standing ready, prepared to meet the ball, his right foot should be firmly placed on the ground as a pivot foot, leaving his left foot loosely touching the ground ready for a springy forward step to give direction to the hit, and an additional impetus to the stroke.

THE FORWARD SWING OF THE BAT.

The batsman who would excel in scientific hitting must study up well the theory of the art. It is one thing to take up the bat and "slug" away with all the force at your command at the ball, with the single idea of hitting the ball as far out in the field as you can; but it is quite another thing to take your stand, bat in hand, well posted in all the points in batting, and ready to match strategic skill in handling the ash against strategic pitching, point for point, and with a special object in view in making every hit. There are many points to learn before a batsman can arrive at any marked degree of skill in hitting. First, he should learn the bearings of the natural swing of the bat in meeting the ball, and the different effect of a swift and a slow stroke in forming these bearings. Measuring the semi-circular line of the swing of the bat from its position as it is held over the shoulder, to the point of its meeting the ball, it will be seen that the swiftness of the stroke has a great deal to do with giving direction to the ball. A slow stroke will meet the ball back of the base; a medium stroke will meet it on the line of the base, and a quick stroke in front of it. The lines of these strokes are shown in the following diagram.

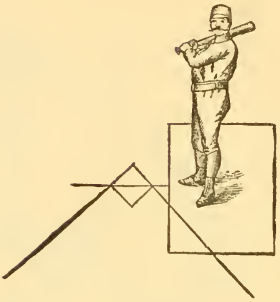
The slow stroke would send the ball toward the right field; the medium stroke toward the center,



and the quick stroke to the left. So much for the lines of the forward swing of the bat against the ordinary speed of the delivery of the ball to the bat. In addition, however, the varying speed of the pitched ball has to be taken into consideration, inasmuch as a slow pitched ball would meet the slow stroke on the line of the base instead of back of it; while a very swiftly pitched ball would meet the swift stroke in the same place, instead of in front of the base. The pace of the ball, therefore, has to be taken into the calculation in estimating the force of the forward swing of the bat in giving the ball any special direction.

FACING FOR POSITION.

One thing in the science of batting which has only of late years been understood, is the rule governing



what is technically called "facing for position"—that is, taking your stand at the bat in such a manner as to lead to the control of the regular swing of the bat, causing it to meet the ball so as to send it in the direction of either one or the other of the three out-field positions of the field, viz: The right, center, or left field. This "facing for position" is a subject calling for some study of the rules which govern it. Just as a man stands at the bat, just so will the regular or forward swing of the bat meet the ball, all things, of course, being equal, viz., the rapidity of the forward swing being in proportion to the speed of the delivered ball. But the general direction of the ball, from a regular and proportioned swing of the bat, is governed by the manner in which the batsman stands when prepared to strike at the ball—that is, in proportion as he "faces" for the right, the center or the left. As a general rule, in order to send a ball to the right he should face almost as if the first baseman was going to pitch the ball to him, and not the pitcher.

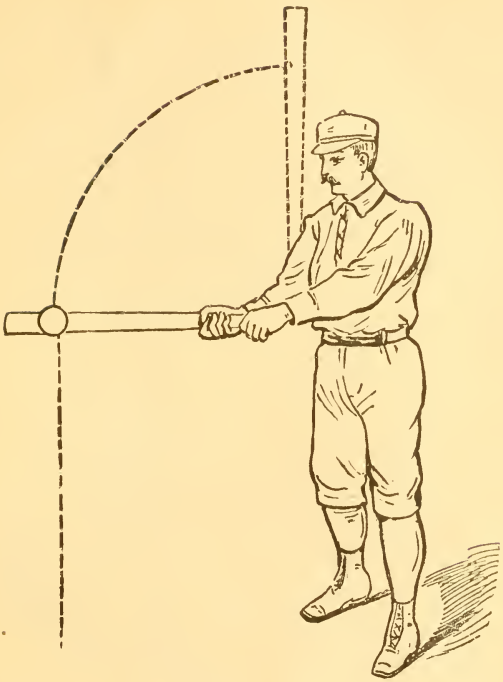
The three in-fielders, therefore, to face any one of whom the batsman should stand when about to strike at the ball, are the first-baseman, the pitcher and the third-baseman, just as he desires to send the ball in the direction of the right, the center, or the left field. We have frequently seen important batting points lost in a match, owing to the failure of the batsman to properly face for position. Take, for instance, the position of a game when a runner is on third base, with but one man out, and the batsman goes to the bat. Without regarding anything but his making a long hit to the outer field, he takes his position so that the regular forward swing of the bat will cause it to meet the ball either at the line of the home base or in front of it, and the result is that the ball is hit either to pitcher, second baseman or short-stop, thereby preventing the runner from going home from third, even if the striker be not put out. Now, had the batting point in this case been properly played, the batsman would have taken up his position so as to have faced for right field, thereby almost insuring the ball's being hit in that direction, in which case the runner would have been enabled to score his run, even if the batsman had sacrificed himself by his hit. This is but one phase of the rule governing facing for position in batting, but it suffices to show the importance of the subject.

When a hit to left field is desired the batsman takes his stand as if the short-stop in his regular position was about to pitch the ball to him, and this brings the

regular forward swing of the bat so as to meet the ball *in front* of the home base, the diagram showing the lines of the forward swing of the bat, and also that of the direction given the ball as follows:

FACING FOR LEFT FIELD.

The batsman when about to hit to center field, or to the pitcher, should stand in the ordinary position, the lines of which are shown in the appended diagram.



FACING FOR CENTER FIELD.

For right field hitting the batsman should face the first baseman, in which case the swing of the bat would meet the ball and send it in the direction shown in the appended diagram.

If the batsman is a quick hitter he should invariably face for right field hitting if the pitching is fast, but if

FACING FOR RIGHT FIELD.

medium paced he would do better to face the pitcher or short-stop.

The dotted lines show not only the position of the bat when the swing is made, but also the direction of the forward swing, and of the ball as it leaves the bat.

High balls are the best to hit at when facing for right field when the pitching is swift; a slight stroke from the bat will frequently send it safe out of reach of the in-fielders, and yet not far enough out for the right fielder to catch.

A close study of the various forces governing the swing of the bat in meeting the ball, and of the rules applicable to "facing for position," will fully prepare the batsman for taking his stand at the bat ready for active service.

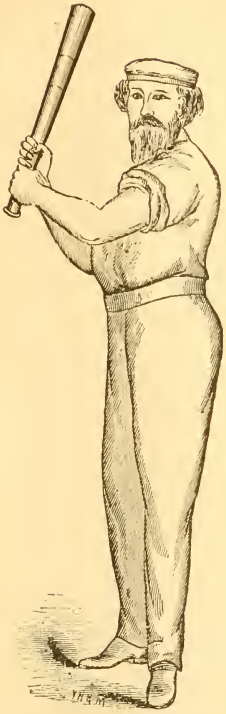
A BAD FORM IN BATTING.

THE POSITION IN BATTING.

The position taken by the batsman when he takes his stand at the bat, has a great deal to do with his success or failure in hitting. When once a batsman gets into a bad habit, either in his manner of holding the bat, or in the way he stands, it is difficult to get out of it, and it always interferes with his success as an effective batsman. Many players are accustomed to hold their bats directly in front of them, and pointed toward the pitcher. This necessitates the withdrawal of the bat previous to swinging it forward to meet the ball, thereby making two movements of the bat instead of one, and, of course, marring the aim in striking. This bad position is illustrated in the cut on the preceding page.

The appended cut shows a correct position in standing ready for an effective hit. It is that of the late Gen. Thos. S. Dakin, the old pitcher of the Putnam Club of Brooklyn of 1860.

Confidence is everything in batting, and you can never feel confidence in your ability to bat well unless you are accustomed to a regular position both in standing ready to strike, and in properly holding your bat so as to use it with the best effect. It is hardly possible for a batsman who is accustomed to strike in what may be called bad form, to hit the ball so as to "place it" where he wants to, because to do this the bat must be swung forward with an accuracy of aim which a bad method of holding it renders scarcely



STANDING IN GOOD FORM.

possible. The correct position for a batsman is to stand well on his right foot, having his left foot touching the ground lightly, thereby making his right the pivot foot. By this means he will gain a body swing to give additional force to the swing of his arms in batting. In holding the bat he should keep it poised

so as to have it ready for the regular forward swing, as shown in the appended cut.

George Wright holds the bat a little further back over the shoulder than the General did. The important point is to get the best balance of the bat so that its weight should not trouble the wrists too much.

From the moment the batsman takes his stand at the bat, to the time he hits a fair ball, he should stand in proper form for hitting every single ball pitched to him. Unless he makes this a habit, he will surely be found a ready victim, to a more or less extent, for a skilful, strategic pitcher. The rule, with a good batsman, is always to be in form all the while he is at the bat. This is specially necessary to meet the uncertainties of a curved line delivery. How often do we see batsmen go to the bat, one after the other, and as they take their stand, get into fair form for the first two or three balls, and then, on finding that the pitcher's delivery is rather wild, stand at ease, as it were, quite unprepared to hit in proper form, only to see the ball come in over the base, and at the height indicated, while they either fail to strike at it or miss the ball if they do, simply because they did not stand prepared to meet it, or, in other words, were not in form for batting. The moment a shrewd, strategic pitcher sees a batsman standing at the bat in bad form, he feels sure of capturing him. On the other hand, it bothers the best pitchers to see the batsman untiring in his efforts to stand in good form in his position, and fully prepared to meet every ball pitched to him. This "proper form" for hitting every ball is, of course, fatiguing to the batsman, when the pitching is at all wild, but it must be kept up in order to secure chances for hitting the ball when it comes within fair reach of the bat.

A point to play on the pitcher in connection with

this standing in good form, is to pretend to stand at the bat as if tired of waiting for a good ball, and yet to be on the alert to meet a quickly pitched ball sent in to catch you napping while you are apparently out of form for good hitting. Another good point to play on the pitcher is to deceive him in regard to your facing for position. Suppose, for instance, that when you take your position at the bat you "face" for a hit to first base? The pitcher or catcher, seeing this, will signal the first baseman to play up closer to his base; to the second baseman to go to right short, and to the right fielder to "come in a little." Now, suppose again, that while "facing" for the hit in question you so time the swing of the bat as to meet the ball considerably forward of the base, instead of hitting it to the part of the field your opponents had been led to expect you would by the manner in which you "faced for the hit," the result will be a safe hit to an unguarded quarter, and a pretty display of skilful batting. But this strategic play is anything but easy of accomplishment; a thorough command of the bat, considerable experience, and a quick eye being necessary.

FIRST BASE HITS.

Base hits are the chief criterion of effective batting, and *earned runs* off the pitching are the reward of such hitting. Just here comes the pertinent queries of what constitutes a "base hit," and what is an earned run? With all due regard for the capabilities of the

many intelligent and competent scorers who have had to decide upon the questions of base-hits scored and runs earned during the base-ball campaign of 1888 it is a fact well known that the majority are so involuntarily biased by their connection with the clubs for which they score, that scarcely any two can be found who are in full accord in their views on the subject of base-hits and earned runs. When "doctors disagree," an outside individual, who is removed from party bias, must step in and decide the disputed point —as we propose to do in this article on base-hits and earned runs. In rendering a decision likely to govern the matter, we shall be guided, as hitherto, solely by our efforts to promote the best interests of the game in bringing it up to the highest standpoint of a scientific field-sport, and we hope again to merit that attention to our views which has hitherto been accorded them. The first question to be answered is: What is a base hit? and the reply to the query is that it is a hit which secures to the batsman his first base without the aid of even a doubtful error by any one fielder. In order to give a clear definition of the term, however, we enumerate below the special instances in which base-hits are made:

Firstly.—When a ball is hit fairly along the ground to any part of the field out of possible reach of any of the fielders.

Secondly.—When a ball is hit fairly over the heads of any of the in-fielders, and so as to fall short of allowing any of the out-fielders a fair chance to catch it.

Thirdly.—When a high fly-ball is hit fairly over the heads and out of fair reach of the out-fielders.

Fourthly.—When a ground ball is hit with such force from the bat as to render it almost a physical impossibility to stop it, or, if partially stopped, to grasp it in time to throw it accurately to a base-player.

Fifthly.—When a line fly ball is hit with such force from the bat as to make it difficult even to partially stop it, and still more so to hold it on the fly.

No one will question the fact, we think, that all of the above hits are base hits which clearly earn first base for the batsman. There is still another hit which earns a base at least three times out of five that the hit is made, and that is when a ball is hit fairly, but in such a manner as to roll slowly to the center of the triangle formed by the pitcher, striker, and first baseman's positions. In regard to this last character of hit, we have to state that out of some thirty odd instances during a special period of play in which a ball has been hit in the manner described, we have seen but four successful efforts made to put the striker out, and then it was chiefly the result of slow running to the first base. The difficulty attendant upon fielding such a ball is that the pitcher cannot well get it and throw it accurately to first base before the striker can reach his base, while neither can the first baseman run and field it and return to his base in time. nor can the pitcher run across to

first base and take such ball in time if fielded by the first baseman, even if the two players should agree upon so fielding the ball, which they rarely do. It is rather an accidental hit, it is true—the result of hitting the ball by the bat near to the handle, thereby giving a weak blow to the right. Nevertheless, as it is a hit which effectually—in a large majority of instances—prevents the fielder from getting the ball in time to throw the striker out, it cannot be recorded otherwise than as a base-hit. In regard to the dropping of a hard hit line ball on the fly, or the failure to field a hard hit ground ball, there will doubtless be some objection urged to the crediting a base hit for such apparently missed chance. But if any man will realize by practical experience the danger and difficulty of stopping a hot ground-ball that has had a rifle-like twist imparted to it by the blow of the bat, or of securely holding a similarly batted fly-ball he will not hesitate in awarding the batsman the credit of a base-hit for any such ball, which the fielder finds it impossible to stop or to grasp in time to put the striker out. Of course, there are hot ground-balls that should be stopped and picked up in time, and which, if not so fielded, do not yield base-hits, as, also, hot-line balls, which, if not caught, give bases on errors. But the hits we refer to are exceptional ones; and when they are made, the batsmen who make them are entitled to the credit of base-hits. There are certain bounds to the ability of fielders to stop and catch balls, and these bounds are exceeded in the special cases we refer to.

WHAT ARE NOT BASE HITS.

We now come to the next important query connected with hitting for bases, and that is: "What is *not* a base hit?" and the reply is conveyed in the following described instances of failures to accept chances for outs.

Firstly.—No ball which is hit so as to admit of its being fairly caught on the fly can earn a base.

Secondly.—No ball hit to any of the in-fielders in such a way as to admit of their picking it up and throwing it to any baseman in time to put an opponent out, can earn a base.

Thirdly.—No ball similarly hit to any in-fielder, and which is picked up neatly, but thrown too high or too low or wide to any baseman, can earn a base.

Fourthly.—No ball similarly hit, well picked up, and accurately thrown to a baseman, but which is muffed by the basemen, can earn a base.

Fifthly.—No ball hit so as to give an easy opportunity to any fielder for a catch can earn a base, if the fielder, through the failure of the captain to call him or through any gross carelessness in fielding, fails to avail himself of the plain opportunity for making the catch.

Now, there is no questioning the fact that not one of the above hits is such as to be claimed as a base-hit, or a hit that earns a base. The rule which prevents a base being earned by any hit that is marked by a fielding error has its exception, and that

exception is when the ball is sent so swiftly and sharply from the bat as to render it almost impossible for the pluckiest of fielders to stop or hold it. But all ordinary errors, such as dropped fly-balls, bad muffs, wild throws, and failures on the part of base-players to hold good balls thrown to them—all count in preventing base-hits being made. A "hot" ball which is well stopped, but which, in the effort to grasp it, is fumbled, is in a majority of instances an error by the fielder, and prevents a base-hit; while high or line-balls to the out field, which fielders run in for and fail to hold in their efforts to catch them while stooping low near the ground, cannot justly be regarded as errors, and in a majority of instances such hits earn bases. Unfortunately this degree of latitude in judging of base hits in doubtful cases, like the exceptions above noted, open the door to quite a difference in the records of official scores in match games, and hence the inaccuracy of so much of the data on which the season's averages are made out.

EARNED RUNS.

In regard to taking an account of runs scored by skilful batsmen two calculations have to be made—one of runs earned from opportunities offered by the pitcher for base-hits, and the other of runs earned from chances given by the fielders for successful base-running. Of course, no runs can be earned off the pitching unless by base-hits; and no runs can be earned by chances given for successful base-running

through such direct fielding errors as "dropped fly-balls," "wild throws" and "muffed" or "fumbled" balls; or from such "battery" errors as wild pitches, called balls, or passed balls. The definitions of the term used to designate direct fielding errors are, *a missed catch; a muffed ball; a fumbled ball; or a wide throw;* while those used for direct battery errors viz: errors on which bases are run or runs scored but not on "lives" given, are *wild pitches*, the *fourth called ball*, and *passed balls*, a wild throw to a base by the catcher being as much of a direct fielding error as is a wild throw to a base by the pitcher.

Any ball dropped by the fielder, fair or foul, which he had a chance to catch, must be recorded as a "missed catch." The fact of his merely touching a fly-ball does not necessitate the record of a miss; he must have had a fair chance offered him to catch the ball. On the other hand, the failure to touch the ball does not absolve him from being charged with a missed catch; for, if a high ball is hit which affords an easy chance for a catch, and the fielder, by lack of activity, or by a palpable error of judgment, fails to properly make an effort for the catch, he should be charged with the error. In the case of a chance for a catch, purposely missed in order to secure a chance for a double play from a "force off," no error should be charged unless the missed chance for the catch is followed by a bad throw to the base player, in which case the bad throw must be charged as the error.

A fielder makes a "muff" when in his efforts to

field a ball he only partially stops it, or fails to pick it up so as to throw it in time. This does not apply however, to cases of failures to stop or hold very swiftly-batted or thrown balls; but only to palpable errors in failing to field ordinary balls from the bat. A base-player failing to hold a ball not thrown wide to him, makes a muff. But if the ball is thrown to him on the bound, no error is justly chargeable to him if he fails to hold it; while if he does hold it, all the more credit is due him.

A fielder is said to "fumble" or "juggle" a ball when, after stopping it, he has to try two or three times to pick it up to throw it. It is a variation of the "muff," more frequently accidental than the result of unskillful play.

Wide or "wild" throws are made in two ways—first, by inaccuracy of aim and unskilful throwing; and secondly, by the difficulty of stopping and picking up a hot ball so as to throw it with comparative leisure. Hard hit balls to third base generally illustrate the difficulties attendant upon a good thrower's efforts to throw to the other bases accurately. A ball thrown over the head of a base-player or fielder, or to either side of him out of reach, or on a low bound, is a "wide throw."

All these errors come under the head of "direct fielding" errors in contra-distinction to "battery errors," which include only passed balls, wild pitches and bases on called balls. Of course no errors follow a wild pitch or a passed ball unless a base is run on it.

"Wild pitches" are balls sent in out of the legitimate reach of the catcher, and on which a base is run. Passed balls are balls "muffed" or "fumbled" by the catcher after having been pitched to him within his legitimate reach, and on which a base is run. In the case of a very swiftly-pitched ball which the catcher holds on the fly but which he cannot gather himself in time to throw to a base to cut off a player, an error ought not to be charged—except, perhaps, on the part of the pitcher in delivering so swiftly when players are running bases.

In regard to called balls, of course, only a technical error can be charged to the pitcher on the fourth called ball which gives the base. It is very questionable whether bases given on called balls should be included in the estimate of runs earned off the pitching. In the first place, the giving of a base on called balls depends too much upon the umpire's leniency or strictness in interpreting the rules, and it is difficult to judge fairly whether a base on called balls is due to the umpire's strictness, the pitcher's wild delivery, or his playing a point to get rid of a dangerous hitter; and, as sometimes neither is at fault, the best way is to ignore called balls altogether, as something not to be used in estimating an earned run. While it is no discredit to a batsman to take a base on called balls, it certainly is not an act to be very proud of; and it may therefore be set down as neither for nor against the earning of a run, and consequently we leave it out altogether.

Runs earned from the pitcher include the following:

Firstly.—When four base-hits, each giving only one base, are made in succession.

Secondly.—When the striker makes a clean home-run.

Thirdly.—When the first striker makes a first-base hit, and the second makes a three-base hit, or *vice versa.*

Fourthly.—When the first striker makes a first-base hit, the second a hit which, though limiting the striker to first-base, enables the base-runner to get to third, and the third striker a simple first-base hit. Ordinarily three first-base hits place only three men on bases without scoring a run.

Fifthly.—When the first striker makes a first-base hit, and the second striker is put out by a hit to the field which only admits of the striker being put out, and prevents the player, forced off, being put out by the ball being held at second, or by his being touched while running to second. In such case, should the third striker be similarly put out, thus allowing the base-runner to reach third, a base-hit by the fourth striker would yield an earned run, though only two first-base hits were made; and it would be earned off the pitching, as it is presumed to be a point of play on the part of the pitcher in cases when the first striker makes his first base, to deliver the ball so as to force the batsman to hit the ball to an in-fielder, in order that the fielder may capture the base-runner "forced off;" and if he fails to do this he is to be

charged with the style of punishment which an earned run gives.

Runs earned from the field differ from those earned off the pitching, to the extent that sharp base-running comes into play as a basis of earned runs off the fielding, while successful base-running does not enter into the calculation of runs earned off the pitching alone.

PLACING THE BALL.

The highest degree of skill in scientific batting is reached when the batsman can "place a ball"—sent in by swift curved-line pitching—in any part of the field he chooses. It is, however, the most difficult of all batting feats which a batsman can attempt. There are so many points to be learned so as to become thoroughly familiar with them, before this placing of a ball can be accomplished, that it is rarely that one sees this finishing touch in the art of batting exhibited. But when it is at command, what an immense advantage it gives the batsman in outwitting his fielding opponents, and what an aid it is in sending runners round from first-base to home-base. Then it is that the necessity for making the placing of a ball a feature of a batsman's work becomes plainly apparent. When the professional fraternity have gone through the "slugging" era, and the ambition to excel in the home-run style of batting has been superseded by more scientific work in handling the ash, the coming batsmen of the future will look back with surprise to think that they should, for so many

years, have neglected so valuable an adjunct of really effective and successful batting. To hear the general class of batsmen comment on the efforts made to place a ball in a match, one would be apt to think that it was something next to impossible. The fact is, however, the majority of batsmen are too loth to take the necessary pains to learn how to place a ball. When do you ever see a team practicing scientific batting, or trying to learn to place a ball? When a nine takes the field for preliminary practice before the beginning of a match, some of them take their accustomed positions in the field while two of them bat "fungo" balls—balls that are tossed up in the air and hit as they fall—to the fielders, and that is about all the practice they get as batsmen. In April, 1884, we saw something better than this attempted on the Philadelphia Club field under Harry Wright's tuition, when the batsmen were allowed to bat at a dozen balls, each pitched to them for hitting purposes. As a general rule all the practice batting is for the purpose of giving chances for catches to the fielders. This is of great benefit in fielding improvement, and it is one of the reasons why the fielding leads the batting in its progress toward perfect play.

What batsmen require for practice in learning to place balls is to practice against swift curve-line pitching. First, to bat against the "out curves," then against the "in curves;" then to try the various "shoots." But above all, should the batsman practice wrist play in handling the bat against swift

pitching. The most effective placing of the ball is done when runners are on bases and basemen necessarily hug their bases closer. With a runner on first base, and especially with one on second, a wrist-play hit of a swiftly pitched ball—almost a tap of the ball, as it were—will place the ball safely to right field and short of the outfielders' position. When a runner, too, is at second, and the second baseman and short-stop's attention is taken up by him, a similarly short hit high ball over the second baseman's head will earn a base, while a quick, sharp hit of the kind made while "facing for the pitcher," will frequently clear the third baseman's reach and send home the runner from second. Club managers or the captains of teams—whichever of the two have the daily training of the team in hand—should insist upon batting practice in placing the ball, for until this is done very little improvement in batting can be expected.

SACRIFICE HITTING.

An essential part of good team work in batting is "sacrifice hitting." This is done whenever a batsman, in his efforts to place a ball properly when runners are on bases, hits the ball to the field in such a way as to oblige the fielders to put the runner out at first base, thereby enabling the runner at first base when the hit is made, to reach his second base safely. This sacrifice hitting is nearly equivalent to a base hit; in fact, it is fully as effective when it is done at the time a runner is at third base and only one man

out, for then it insures a run, and it is then really more valuable than a base hit made when no runners are on the bases. But sacrifice hits can only follow efforts to place a ball at right field, for otherwise they are merely chance hits. One advantage of a sacrifice hit is, that it relieves the batsman of the onus of being charged with a poor hit, the latter being, of course, a hit to the field which affords a plain chance for an out, either in the form of an easy catch or a chance to throw a runner out, whether that runner is the striker or a runner forced off. Of course no sacrifice hit can be made when two men are out, nor when there are no runners on bases. Every sacrifice hit which sends a runner home ought to be regarded as a base hit. Indeed, it is questionable whether all sacrifice hits made before more than one man is out should not be so credited, as they yield a base each time. No batsman can make a sacrifice hit if he goes to the bat simply with the idea of "slugging" at the ball, as then his being put out by a hit which sends the runner round to the next base, is entirely an accidental hit. It is only when he makes an effort to place the ball, and in that effort hits it so as to make it a sacrifice, that he is worthy of the credit of it.

Under the new Code of Rules of 1889 sacrifice hitting is given recognition in Schedule 4 of Rule 68, as follows:

"SEC. 4. In the fourth column shall be placed Sacrifice Hits, which shall be credited to the batsman, who when but one man is out advances a runner a base on

a fly to the outfield or a ground hit, which results in putting out the batsman, or would so result if handled without error."

FUNGOES.

There is no worse habit for batsmen to indulge in, than that of batting "fungo" balls; that is, tossing the ball in the air and hitting it to the field. It trains the eye to meet the ball in batting it in a manner which never occurs in actual play. It ought to be prohibited on every well regulated ball field. If it be necessary to practice the fielder in making catches, or in stopping and fielding ground balls, let some outsider or other employe than the team player do the batting. And yet no match takes place on a professional ground that some two or more of the players of the team, in their preliminary practice, do not engage in fungo batting; in fact, they have no other practice at the bat than this child's play style of hitting. When facing the regular pitching in a match, they have to bat against swiftly delivered balls, indeed, some are almost a direct line to the bat—and in order to meet such balls with effect, they need all the practice they can have in learning to sight such line balls. It can easily be seen, therefore, what a bad effect practice in hitting at balls which fall to the ground at right angles to the line of the pitcher's regular delivery has.

HOME RUN HITTING.

All batsmen who go in for a record strive their utmost to make home runs. They are well aware of the fact, that the majority of spectators at a match—

especially in country towns—know little or nothing of what constitutes real skill in batting; the prevailing idea with the crowd being, that the best batsman is the "slugger," who manages to scratch a home run once out of every thirty times at the bat.

The eclat attendant upon a dashing hit of the kind is too tempting to resist, and hence they throw team work in batting to the dogs, and go in for a style of batting which pleases the crowd, though it proves costly in the long run to the success of a team in taking the lead in a championship race. A brief glance at the cost of a home run in wear and tear of a batsman's physical strength, will show what a drawback the slugging style of batting is progressing toward scientific hitting and thorough team work at the bat. Suppose nine men of one side in a match, go to the bat, and the first eight make single base hits in succession; the result will be that, when the ninth man goes to the bat, five runs will have been scored and earned, and three men will be occupants of bases; and all this will have been done at the least possible expenditure of physical strength in running bases. Suppose, on the other hand, that the first five men of the other side had made clean home runs, and that the other three were on bases, ready to be batted home by the ninth man, as in the case of the nine men first at the bat in the game. What would then have been accomplished? Simply the same number of runs as by the single base hitters, but at what comparative cost would the runs have been obtained? The answer is, that while, in the first case, the bats-

men who had scored and earned their runs by single hits, would be free from fatigue in running bases, and ready for active field work at once; the home run hitters would be partially exhausted with their hundred and twenty yards spurts at their utmost speed, and unfit for their field duties without some rest. This is but one view of the subject of the costly character of the home run style of hitting, when compared to first-class team work in batting, in going in for single base hits, and good sacrifice hits after trying to place balls. Home runs are, of course, useful, but they should only be made the chief effort of a batsman's play in team work when the bases are occupied, and it will pay to run the chance of failure. Even then we prefer to see a good placer of a ball come to the bat, rather than a slugger. Another objection to home run hitters, lies in the fact, that, as a class, they become the easiest victims to strategic pitching. Besides the desire for the eclat attached to home run hitting elicited by the applause from the ignorant crowd, which acts as an inducement, there are the scoring rules of the game, and the mistaken system of press reporting in vogue. The former gives official prominence to the records of total base-hits and ignores sacrifice-hits. The reporters, as a general rule, see nothing worthy of special praise aside from "two-baggers," "three-baggers," and "home-runs." The custom of singling out for publication the names of batsmen who make these hits and runs is responsible for their striving more for this sort of glory than for the best interests of the club they

represent. Alike in the field and at the bat, a man may do the most effective work in that branch of base ball technically called "sacrifice-play," and yet not receive a word of credit for it at the hands of many of the reporters. Only let him get in a home-run, even though it be off the weakest kind of pitching, and down will go his name in the score, and laudatory press reports will follow. All this is a hindrance to the policy of "playing for the side," which is the great essential of success, and the only way for players to render a club the most effective service. Were the recording of two and three base-hits and home-runs abandoned as a feature of scoring, and the recording of sacrifice-hits and other points of play incidental to earnest and honest co-operative work substituted, there would be much less of "playing for a record," regardless of the club interests, than there now is.

WAITING FOR GOOD BALLS.

The waiting for good balls is a strong point to play on a pitcher if it be properly done; but it will not do to wait for balls as too many batsmen do, that is to wait until they get a certain particular ball which is a pet ball with them. One thing essential in waiting for good balls is to be always ready to take prompt advantage of them when they do come, and not to be caught napping while out of good form for hitting. It is no discredit to a batsman to be sent to his base on called balls; on the contrary if he has the keen sight and good judgment to stand

at the bat ready every time the ball is pitched to meet it and hit it to advantage— something requiring nervy play in the face of a battery of swift curved balls— and he can thus drive the pitcher into giving him his base on balls, the batsman is playing a good point. As a rule, the batsman who can judiciously wait for good balls is a player who very frequently proves troublesome to quick-tempered pitchers. These latter dislike being foiled in their efforts to get batsmen out of form, and when they find a man waiting patiently ball after ball until one comes within reach, and also showing himself to be on the alert to meet the first good ball that comes within his reach, they are very apt to begin to put on extra speed and thereby lose command of the ball to an extent sufficient to have balls called on them, and the result is that the batsman is rewarded for his skilful policy by having his base given him on called balls. Wait for good balls, but do it while being fully on the alert to meet them when they do come in.

BATTING FOR THE SIDE.

Up to the season of 1888 there was not one out of twenty professional batsmen who ever troubled themselves about playing for the side at the bat. Fielders might do it sometimes, because a failure to do so is more apparent to outsiders than it is in batting. But to sacrifice the prevailing ambition to play for a batting record at the shrine of playing for the side is seldom thought of by the majority of the professional class of batsmen. Batting for the side is only shown when the efforts of the batsman are exerted solely

in the interests of enabling his side to score runs. For instance, suppose the first striker has made a base hit and earned and secured first base. The point for the succeeding batsman to play before all others is to get that runner forwarded to second base or further round if he can. The batsman who goes in for a record only, never troubles himself about the runner who is on the base waiting for a chance to steal to the next base, or to be batted round. He only thinks of the "big hit" he wants to make on his own special account. If in striving for this special hit, he either forces the runner out and thereby gets a base himself or is put out by a running catch in the out-field he considers himself in "hard luck" when such a result is entirely due to his willful and studied neglect of scientific batting. On the other hand if he is a team player—that is a player who in his batting as well as fielding makes his own special record of secondary importance to the interests of the team as a whole in winning the game, his whole attention when he goes to the bat will be devoted to the point of doing his best to forward the runner round, if on first base, or in getting the runner home if the latter is on third. In other words, he does his best to play for the side. In doing this he is just as ready to make a sacrifice hit as in any other way to give advantage to the team he is in.

PLAYING FOR A RECORD.

Though, under the existing method of making out

the yearly averages of a club team, it apparently pays a batsman better to play for a record than to bat for the side in his team work, the latter policy in the long run will inure more to his ultimate benefit than any mere record playing. The latter shows in the list of averages and that is all it does. Take the nine men who lead in the average at the bat in the records of a season's play and place them in a team against nine men who are known to excel in good team work in batting for the side, and the former would prove to be no match for the latter in winning the series of matches for the championship.

In the first place it is not such batting as is now in vogue that wins matches, but superior fielding and base running, the latter especially. When batsmen learn the art of skilful batting then that department of the game will be more of an essential of success in winning matches than it now is. In the meantime sharp base running and good field support of effective pitching has far more to do with victory than has the style of batting hitherto in vogue, which is largely that of batting for a record.

It would surprise some of the managers of base ball clubs could they get at the inside of the professional player's work and see how many batsmen sacrifice the interests of their club by efforts to play for an individual record. The publishing of weekly and monthly averages at the bat also tends strongly to induce the batsmen to go for individual records; and it is pertinent to remark just here that the

season's averages as far as published exhibit very plainly the utter uselessness of attempting to estimate a player's value to his team by the figures of his batting averages.

CONFIDENCE IN HITTING.

Confidence in one's ability to hit the ball with effect is half the battle in batting. To go up to the bat with a feeling of expectancy of failure and only a hope of success, is simply to court defeat. Confidence in hitting is born of a plucky and nervy determination to deserve success by skillful efforts to secure it. It won't do to face the pitcher with any feeling of doubt as to your ability to punish his pitching; nor can you attain any degree of confidence in batting if you have any fear of the speed of the delivery. You must face the hot fire courageously, depending upon keen sight to watch the direction of the ball closely; and also stand in such form, when ready to meet the ball from a swift delivery, as to insure your being able to step aside safely to avoid the impending blow from a badly pitched ball. There is an innate feeling of confidence in one's ability to hit the ball, which is the result of a practical knowledge of all the points of play in batting, which leads a batsman skilled in scientific hitting to punish pitching when the slugging style of batsman invariably fails. Such a batsman goes up to the bat without a doubt as to his being able to "hit the pitching," and this confident feeling is the very power which enables him to succeed.

Without it, practice in batting fails of its primary purpose, which is to give the batsman confidence in hitting. The difference between being confident in hitting and lacking confidence, is often strikingly illustrated when batsmen face a noted strategist for the first time. If, when they go to the bat, they are told that they are about to face the most effective pitcher in the country, they will at once imagine that every ball he sends in is fraught with some danger or other to the hope of a successful hit, which at once deprives them of what little confidence they otherwise might have had. On the other hand, if the pitcher is one they only know of as an untried man in the position—no matter what his real ability may be—they go up to the bat with a degree of confidence which almost insures success at the outset. Frank Pidgeon's remark to the Eckfords when they went to the bat to face the Atlantics in the olden days, illustrates the depressing effect prestige of skill has in depriving batsmen of confidence in hitting. Frank said to his men one day, on the old Manor House grounds, when the Eckfords were losing ground in their game with the Atlantics, "Go up to the bat, men, and forget all about these fellows being the Atlantics, and think they are only an ordinary nine you're playing against." It is just such a feeling as Frank referred to in this case that loses half the games played. Indeed, some teams, when they face noted rivals, are beaten before they strike a single blow.

Sometimes a sudden degree of confidence is inspired in a certain class of batsmen, when they reach a particular innings in a match, one, for instance, in which they have been generally lucky enough to score runs; and it frequently happens that they will then and there "get onto a streak of batting" which will enable them to escape defeat. It was a peculiarity of the old Atlantic batsmen that they never felt discouraged or lost hope of ultimate success in a match until the last man was out in the last innings, and the feeling of confidence in batting which was thus inspired, enabled them to pull many an apparently lost game out of the fire. Let a man go up to the bat to face the pitcher with the idea that he is too difficult a pitcher to punish, and the very lack of confidence in his own power will make him an easy victim. Let, however, the batsman face the pitching confident that he can, by his quick sight, command of the bat, and ability to prevent the fielder from outwitting him, make good hits, and as sure as the ball comes within his legitimate reach he will hit it safely five times out of six. To retain this confidence, therefore, is the essential point in batting; to destroy it, the great point in pitching.

THE ORDER OF STRIKING.

The placing of batsmen in their order of striking, is an important part of a captain's duties. Hitherto very little judgment, as a rule, has been exhibited in this work. In watching the team's play at the bat in practice games early in the spring, note particularly

their style of hitting, and according to the peculiarities of their method of batting, place them in their order at the bat.

In arranging your order of striking, see that strong hitters follow poor batsmen, and that the good base runners precede them. For instance, suppose your best out fielder, or your pitcher or catcher, is not as skillful at the bat as the others, in placing him on the books as a striker put a good base runner's name down before him, and a good hitter after him; by this means the chances for the first base being vacated by the time he is ready to make it, will be increased, as likewise those for two runs being obtained after he has made his base. Never put three first-class men together, but let them face the pitcher alternately. Neither put three poor hitters together, but support each, if possible, as above recommended. Let your first striker always be the coolest hand of the nine.

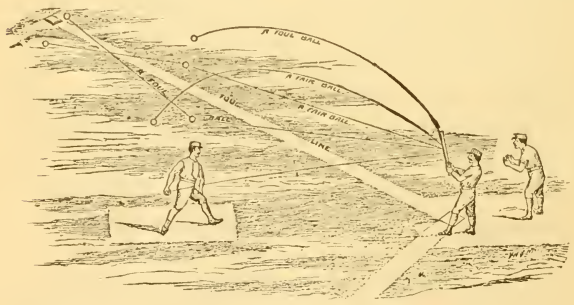
A NINE AT THE BAT.

In managing your nine at the bat, see that the striker is not teased by others of the nine into hitting at a ball that does not suit him. Nothing is more annoying to a batsman than to have two or three calling out to him to wait for this ball, or to hit at that, or not to hit at another, and so on. Every man knows what ball he wants, and should be allowed to use his own judgment. If the position of the game requires that the striker should either be

more particular than usual in selecting a ball, or less so, let him be quietly posted on the subject before he takes his stand, or otherwise you expose your hand to your opponent. Nothing bothers a field more than for batsmen to follow up a good hit by striking quickly in succession, and running the bases rapidly. In such cases extra risks may be taken, especially when two bases are occupied, for the result of two or three sharp hits in succession is to discourage the pitcher, get him excited, and the field confused. Consider that you have always gained a point, and a good one too, when you have got your opponents growling at each other in the field, for nothing tends to demoralize a nine more than fault-finding at just such periods of a game as this. Many a brilliant rally—the result of following up a lucky hit with quick play at the bat—has led nines to victory where defeat would certainly have ensued had the opposing nine in the field preserved their coolness and judgment instead of losing their tempers, and their presence of mind. Watch the movements of the fielders and warn your batsmen accordingly. When a change of pitching is made from fast to slow, put your batsmen on their guard so that they may make a change in timing the ball.

FOUL AND FAIR BALLS.

The important difference between balls hit high from the bat and those hit almost directly to the ground, as applicable to the rule defining fair and foul hit balls, is frequently lost sight of, alike by players and spectators. If a ball be hit up in the air it becomes "fair" or "foul" according to its falling on "fair" or "foul" ground. But if it be *hit direct to the ground*, it becomes "fair" or "foul" according to its *final stoppage* on "fair" or "foul" ground before passing either first or third base. The appended diagram illustrates the difference above referred to.



Under the new rules a ball batted to the ground which touches or rolls over first or third bases is a *Fair* ball. To be *Foul* it must pass to foul ground before touching or passing over or by either first or third bases.

THE ART OF BASE RUNNING.

Each season's experience only shows more and more the fact that good base running is one of the most important essentials of success in winning games. Effective pitching is a great aid to success, so is skillful batting; but it is equally as necessary to a successful issue of a contest after a base has been obtained by a good hit, that other bases should be secured by skillful running of bases. It is a difficult task to get to first base safely in the face of the effectual fire from a first-class club "battery," backed up by good support in the field; but it is still more difficult when the base is safely reached, to secure the other three bases. The fact is, a greater degree of intelligence is required in the player who would excel in base running than is needed either in fielding or in batting. Any soft-brained heavy weight can occasionally hit a ball for a home run, but it requires a shrewd, intelligent player, with his wits about him, to make a successful base runner. Indeed, base running is the most difficult work a player has to do in the game. To cover infield positions properly, a degree of intelligence in the players is required which the majority do not as a general rule possess; but to excel in base running such mental qualifications are required as only a small minority are found to possess. Presence of mind, prompt action on the spur of the moment; quickness of perception, and coolness and nerve are among the requisites of a successful base runner. Players habitually accustomed to hesitate to

do this, that or the other, in attending to the varied points of a game, can never become good base runners. There is so little time allowed to judge of the situation that prompt action becomes a necessity with the base runner. He must "hurry up" all the time. Then, too, he must be daring in taking risks, while at the same time avoiding recklessness in his running. Though fast running is an important aid in base running, a fast runner who lacks judgment, coolness, and, in fact, "headwork" in his running, will not equal a poor runner who possesses the nerve and intelligence required for the work. The great point in the art of base running is to know when to start, and to start promptly when the favorable opportunity is offered. One difficulty a base runner, trying to steal to second, invariably encounters, is his having to watch either the pitcher or catcher closely. He cannot watch both carefully, and therefore he must make his selection as to which player he will look after. If the catcher is an accurate and swift thrower to the bases, he is the man to be attended to. But if the pitcher is one who has a method of delivery which includes a number of special movements which occupy more than the ordinary time in delivering the ball, then he is the man to watch, for he will surely afford the runner the required opportunity to steal a base or to secure a balk, if the runner only plays his part properly. A sharp base runner can bother a pitcher exceedingly by skillful dodging. It requires no small amount of nerve and coolness for a pitcher to watch a runner closely, and yet to play the strategical points of his pitching with full effect.

For many years past, season after season, have we endeavored to impress upon the professional fraternity the importance of skillful base running in winning matches, as well as to show them the many fine points that were capable of being developed in first class base running. Judging from the fact that the finest base running ever witnessed in the professional arena was exhibited during the season of 1888, the indications are that the lessons that have been taught have at last yielded fruit. With all the skill shown last season in this special department of the game, there are yet some things to be learned. Experience is frequently a good teacher, but her lessons are costly at times. There are players, however, who will not derive their knowledge of how to play the points of the game well from any other source, and hence it is that years have been required to develop a degree of skill in base play and base running which might otherwise have been attained in a single season or two.

POINTS OF PLAY IN BASE RUNNING.

The moment a batsman hits a ball he should run for first base with all his speed. He has no business to stop and see if the ball will be caught and fielded; he should act at all times as if a chance was offered to reach first, and go for that base as fast as he can. Many a base has been lost by the refusal of the batsman to run because he thought the hit ball would surely be caught, or be easily fielded to first base in time. He should never take either event as some-

thing granted, but expect errors to aid him and act accordingly.

In running down to second, when a runner is on third base, he should run in such a way as to invite a throw to second to cut him off, and then try to get the attention of the infielders fixed on his own movements so as to give the runner on third base a chance to get home. Of course in playing this point it must be done only when there is but one man out, unless the situation is such as to make a single run decisive in ending the contest, in which case his play will be to delay the putting out of himself between first and second until the runner on third crosses the home plate, or otherwise the run will not count.

In running to first base the runner should be careful to avoid running in front of the base line, because that alone puts him out. It is always safe, too, to turn to the right after overrunning first base, unless the hit is very sure for more than one base, as he cannot profit by the rule of exemption from being put out after overrunning the base if he turns to the left.

In running bases on fly balls caught in the outfield, the moment such high ball is hit, and there is any chance of its being caught, he should hold the base he occupies, and in such a way as to be ready to start quickly for the next base the moment the ball is caught, and not run half way down first, only to have to return and touch the base he left after the ball is caught, before he can run to the next base.

When two men are out, and a runner is on third,

and the batted ball is being fielded to cut off a runner between second and third—not forced off—the runner on third should make the best time possible in running home, so as to cross the plate before the other runner is put out, otherwise his run will not count.

One question a base runner has to consider in taking risks, is, what are the chief obstacles to my success? These are chiefly swift and accurate throwing by the catchers to the basemen; surety in holding the ball, and activity of movement in touching a runner on the part of the baseman. Now, all of these essentials are materially affected by the degree of confidence a catcher or baseman has in his ability to catch a runner napping Given a quick runner, who lacks judgment as to the time to start for a base, and who is apt to hesitate; and a good thrower from home to second, with a good man at second to take the ball, and the latter will catch the former napping four times out of six. But let these same two fielders have a sharp, shrewd and daring base runner, like Ward, of New York, Kelly, of Chicago, Latham, of St. Louis, and a few others who could be named, to bother them, and, in four cases out of six, they will lose confidence in their work, and the result will be the safety of the reckless base runner. Runners like the above named players, "rattle" the swiftest of throwers from home to second, and also the surest holders of balls at bases. Better to run a great risk than to take no risk at all in your running.

WATCHING THE PITCHER.

Runners to bases from first to second should watch the delivery of the pitcher closely, for from the peculiarity of his style of delivery will they get their cue for a good start. Some pitchers have a totally different manner of delivering the ball when a runner on a base to that which he has when the bases are clear. The difference should be watched closely and taken advantage of. In doing this, too, watch the pace of the delivery, for there is a point for the runner in this, inasmuch as some catchers find it impossible to gather well for an accurate throw, unless the ball is sent in with less speed than ordinary. Watch also the position of the catcher, as to his standing right behind the center of the home plate or to the right of it; for if the latter, he is then prepared to throw it to a base; if not, the pitcher will then mostly be sending the ball in hot for strikes, in which case the runner will have a show to take a base.

FAILING TO RUN QUICK.

A base runner ought to be fined by his manager every time he fails to run at his best the moment he drops his bat at the home plate, or starts from any other base, either on a hit or on a force. It simply shows stupidity or indifference, to run slow, or to stop running, simply because an apparently sure catch or an out is before you. Nothing is sure in base ball, and, therefore, the plan is to play for uncertain results in the fielding all the time ; that is, play to expect a

ball to be muffed, or dropped, or badly thrown. This is the secret in the success of daring base running.

OVER-RUNNING BASES.

The rule allowing the first base to he over-run was adopted in 1870, and it has become a permanent law of the game. The proposition now is to apply the same rule to the other bases, and there is everything to favor it. In the first place, there is no doubt that allowing all the bases to be over-run will save many a sprained ankle and injured limb, while in no respect does it take from the interest of the game or lessen the skill required in base play. There is not the least merit in putting out a player who has over-run second or third base, the skill of the baseman alone being shown in putting him out before he touches the base. In applying the rule to all the bases, it will be best to require the player over-running second and third, if not the first, to return and retouch the over-run base If the rule be not the same for all bases, the umpire will find it difficult to decide points on second and third bases, which would not be the case if the base runner were required to return and retouch the base.

LEAVING A BASE TOO QUICKLY.

It should be a rule governing every man at the bat that whenever his play makes him a base runner temporarily or otherwise—he should drop his bat at once and make every effort to reach first base without regard to the hit he makes or the nature of the play which makes him a runner. Time and again have we seen runners from home base put out entirely

from their neglect to do their best to reach first base, simply because they thought the ball was hit so as to make a catch certain on its being fielded to first in time an easy task. No chance for a catch or for fielding a ball in time is certain in base ball. To stop running after starting for first on the basis of such a certainty is folly, and any player who indulges in it should be fined for committing a willful error.

Never leave a held base until it is absolutely sure that you are out, or obliged to return from a base. Many a runner has been put out when he was safe from not being sure before he left his base to return from the diamond that he was actually out, or that the inning was ended.

OVER-RUNNING FIRST BASE.

In over-running first base, runners will have to bear in mind the fact that under the new rules every runner over-running first base, must turn to the right as he passes the base, or otherwise he forfeits exemption from being put out in returning to touch the base. He should also remember that after over-running first base he is not obliged to return and touch the base before running to second, unless in over-running it he failed to touch it in passing it. The runner, therefore, should always touch the base in passing it, and then it becomes optional with him to return to the base and touch it, or continue on to second base. In other words, he is not obliged to *retouch* first base after over-running and touching it once.

It should be borne in mind that in turning to the

right or left, after over-running first base, it all depends as to whether you are on foul ground or not, as the new rules admit of the runner turning to the right or left on foul ground. But it is best always to turn to the right.

The sliding in business will be easier this season than ever before, on account of the runners being saved from bruised hips by the use of the new sliding pad. A new reading of an old proverb comes in *apropos* here, and that is: "A slide in time saves an out." Practice makes perfect in doing the slide effectively. Be prompt in getting up sharply after a slide in, as the ball may be muffed in the collision.

Under the new code of 1889 base runners are not required to return and retouch bases in returning to the bases they left when a foul ball is hit. For instance, if a runner reaches third on a foul ball hit before he becomes aware that the ball was foul, he can return direct to home base instead of going round the diamond as was required in 1888.

In the case, too, of a fair hit being made when a runner is on first base, and the hit ball touches the person or the clothing of the umpire while he is on *fair* ground, the base runner is entitled to the base he ran to when the hit was made.

When a runner is on first base and is trying to steal to second, and the catcher, in throwing the ball to second to cut the runner off, hits the person or clothing of the umpire when he is standing on fair ground, the runner is obliged to return to the base he left when the throw was made.

POINTS IN THE GAME.

CHANGING THE BATTERY.

A very important point for a captain of a nine to consider is that of changing his battery, when the batting side is beginning to become confident in their hitting. Too little of this change of pitching in a game, as a strategic point to play, was done last season, and more than should have been on an erroneous estimate of the pitcher's alleged punishment by the batting side.

A strong point for a captain to play in the matter of changing pitchers in a game, is to keep a sharp lookout for the time when his batting opponents begin to get confidence in hitting; for, the moment they do then is the time to change your pitcher, even if he is not being punished to any serious extent. Confidence is a great thing in a ball match, whether in regard to fielding or batting, but in batting it is everything. The spurts in hitting, which so frequently puzzle the calculations of a pitcher, are entirely the result of a sudden accession of confidence in the batsmen, who follow the lead of a successful base-hitter with hit after hit, where previous innings' play had seen them retire from easy chances given the field. The moment, therefore, the captain sees this confidence attained, he should change his pitcher at once, no matter whether he is being punished or not, it being very important to nip this kind of thing in the bud. Of course, it is alway proper for a cap-

tain to change his pitcher when he finds that he is being badly punished ; but he should be sure, before this is done, that he *has* been punished. And the captain should bear in mind the important fact that no pitcher can be punished by his batting opponents unless his pitching be hit for *earned* runs. A pitcher is never punished by batsmen so long as no runs are being earned by base-hits. If he gives chances for outs off his pitching which his field support fails to accept, the fault is with the fielders, and not in the pitching. This changing of pitchers on the basis of base hits scored from the delivery, without regard to the runs scored being earned or not, is a blunder, as well as an injustice to the pitcher. There is another cause for a pitcher's being punished by the batsmen which was last season too seldom taken into account, and that is the fact that a pitcher is frequently obliged to " let up " on his catcher, when the latter has either been disabled by some injury to his hands, or in some other way been prevented from playing up to his customary high mark behind the bat. In such a case a change of pitchers is comparatively useless. In thus reducing his speed, and thereby the effectiveness of his curve, the pitcher necessarily lays himself open to punishment at the hands of his batting opponents. In such a case, if there is no strong change catcher at command, it becomes a question as to which is the more costly—the passed balls and missed fly tips consequent upon the inability of the catcher to support the regular speed of his pitcher, or the chances offered for base hits off the reduced pace,

and the lessened effect of the curve necessitated by the pitcher's being obliged to "let up" on his catcher.

CHANGING POSITIONS.

One of the now obsolete customs of a match game of ball used to be the change of positions in the field nearly every inning. As a general thing, this is the merest child's play. In the early part of the season, when engaged in an unimportant match with a weaker nine, a change or two may be allowable by way of experience; but under no circumstances, except those of illness or injury, should a position in the nine—except that of the pitcher—be changed during playing of a match, or, in fact, during the entire season, unless you can substitute a palpably superior player, or in case experience proves the inability of any one man to properly play his position in a nine. The folly of taking a base player off because he fails to hold a ball or two badly thrown or swiftly batted to him, or of putting a base player in the field because the fielder happens to drop a difficult ball to hold, or even to miss any easy catch, is so apparent to any ordinary observer, that we are surprised to see it adopted by any but captains of weak judgment. What reasons have you to suppose that the player committing an error in one position, and that, too, one he is familiar with, is going to do better in one he is not at home in; and if he does not, whence the advantage of the change? For, as the game is now played, every position in the fields requires to be equally well played, to insure success in a match game.

BRINGING IN THE TENTH MAN.

The new rule which went into operation for the first time in 1889, and which admits of the captain of the team substituting a new pitcher or catcher or occupant of any other position in the game, in the place of a player already in the nine, whom he deems it good policy to retire, was adopted mainly to do away with the disputes which had frequently arisen on questions of doubt as to a player being sufficiently disabled or sick as to admit of his retiring from the field and being replaced by a new man. Moreover, there was a desire expressed to test the question, by practical experiment, as to whether it would not add to the attractions of the game to open the door to a new strategical point of play in allowing a new man to be introduced in the game to relieve a pitcher or catcher who, though not disabled to the extent requiring the substituting of another player under the rule of illness or injury or disablement, was nevertheless not able to play his position up to the required standard. Then, too, there was another point developed which the new rule admitted of being played to advantage, and that was the placing of a young pitcher in the team at a period of a contest when the score had virtually given the game to the side having the effective veteran pitcher in position, whom it was desirous to save from unnecessary labor in the box. It remains for the experience of the season of 1889 to see how this new rule will work

BATTERY TEAMS.

More and more each season is the fact becoming evident that pitchers and catchers must learn to play in pairs if it be desired to develop the full strength of the attacking force. It was by their perfect working together as a pair that White and Spalding did such valuable service as the champion players in their position for five successive years, four years in the Boston champion team and one year in the Chicago nine. We were glad to see that pitchers played with more care last season in throwing to bases to catch base runners napping, than ever before. This custom is more to be honored in the breach than in the observance. More bases are given through errors resulting from this throwing to bases by pitchers in one game than there are players put out by it in a dozen matches. The improvement in batting each season requires a more rapid delivery from a pitcher than hitherto. We do not mean in regard to his pace in delivery, but his being quick in his movements in delivering the ball. The object of this and prompt return of the ball from the catcher is to keep the batsman so closely confined to his work as to make him nervous about striking. A slow style of movement in sending in the ball gives the batsman time to collect his wits about him and to judge the ball ; a quicker delivery has the reverse effect. Many a batsman, of the heavy hitting order especially, has been sent to grief in being called out on strikes, owing to the way the pitcher has bothered him by his quick and accurate delivery of the ball over the base.

NATIONAL PLAYING RULES

—OF—

Professional Base Ball Clubs

AS ADOPTED JOINTLY BY THE NATIONAL LEAGUE AND AMERICAN ASSOCIATION, AND GOVERNING ALL CLUBS PARTIES TO THE NATIONAL AGREEMENT.

1889.

THE BALL GROUND.

RULE 1. The Ground must be an enclosed field, sufficient in size to enable each player to play in his position as required by these Rules.

RULE 2. The Infield must be a space of ground thirty yards square.

THE BASES.

RULE 3. The Bases must be

SEC. 1. Four in number, and designated as First Base, Second Base, Third Base and Home Base.

SEC. 2. The Home Base must be of whitened rubber twelve inches square, so fixed in the ground as to be even with the surface, and so placed in the corner of the infield that two of its sides will form part of the boundaries of said infield.

SEC. 3. The First, Second and Third Bases must be canvas bags, fifteen inches square, painted white, and filled with some soft material, and so placed that the center of the second base shall be upon its corner of the infield, and the center o the first and third bases shall be on the lines running to and from second base and seven and one-half inches from the foul lines, providing that each base shall be entirely within the foul lines.

SEC. 4. All the bases must be securely fastened in their positions, and so placed as to be distinctly seen by the Umpire.

THE FOUL LINES.

RULE 4. The Foul Lines must be drawn in straight lines from the outer corner of the Home Base, along the outer edge of the First and Third Bases, to the boundaries of the Ground.

THE POSITION LINES.

RULE 5. The Pitcher's Lines must be straight lines forming the boundaries of a space of ground, in the infield, five and one-half feet long by four feet wide, distant fifty feet from the center of the Home Base, and so placed that the five and one-half feet lines would each be two feet distant from and parallel with a straight line passing through the center of the Home and Second Bases. Each corner of this space must be marked by a flat iron plate or stone six inches square, fixed in the ground even with the surface.

RULE 6. The Catcher's Lines must be drawn from the outer corner of the Home Base, in continuation of the Foul Lines, straight to the limits of the Ground back of Home Base.

RULE 7. The Captain's or Coacher's Lines must be a line fifteen feet from and parallel with the Foul Lines, said lines commencing at a line parallel with and seventy-five feet distant from the catcher's lines, and running thence to the limits of the grounds.

RULE 8. The Players' Lines must be drawn from the Catcher's Lines to the limits of the Ground, fifty feet distant from and parallel with, the foul lines.

RULE 9. The Batsman's Lines must be straight lines forming the boundaries of a space on the right, and of a similar space on the left of the Home Base, six feet long by four feet wide, extending three feet in front of and three feet behind the center of the Home Base, and with its nearest line distant six inches from the Home Base.

RULE 10. The Three Feet Lines must be drawn as follows: From a point on the Foul Line from Home Base to First Base, and equally distant from such bases, shall be drawn a line on Foul Ground, at a right angle to said Foul Line, and to a point three feet distant from it; thence running parallel with said Foul Line, to a point three feet distant from the First Base; thence in a straight line to the Foul Line, and thence upon the Foul Line to point of beginning.

RULE 11. The lines designated in Rules 4, 5, 6, 7, 8, 9, and 10 must be marked with chalk or other suitable material, so as to be distinctly seen by the Umpire. They must all be so marked their entire length, except the Captain's and Player's Lines, which must be so marked for a distance of at least thirty-five yards from the Catcher's Lines.

THE BALL.

RULE 12. The Ball.

SEC. 1. Must not weigh less than five or more than five and one-quarter ounces avoirdupois, and measure not less than

nine nor more than nine and one-quarter inches in circumference. The Spalding League Ball, or the Reach American Association Ball must be used in all games played under these rules.

SEC. 2. For each championship game two balls shall be furnished by the Home Club to the Umpire for use. When the ball in play is batted over the fence or stands, on to foul ground out of sight of the players, the other ball shall be immediately put into play by the Umpire. As often as one of the two in use shall be lost, a new one must be substituted, so that the Umpire may at all times, after the game begins, have two for use. The moment the Umpire delivers the alternate ball to the catcher or pitcher it comes into play, and shall not be exchanged until it, in turn, passes out of sight on to foul ground.

SEC. 3. In all games the ball or balls played with shall be furnished by the Home Club, and the last ball in play becomes the property of the winning club. Each ball to be used in championship games shall be examined, measured and weighed by the Secretary of the Association, inclosed in a paper box and sealed with the seal of the Secretary which seal shall not be broken except by the Umpire in the presence of the captains of the two contesting nines after play has been called.

SEC. 4. Should the ball become out of shape, or cut or ripped so as to expose the yarn, or in any way so injured as to be—in the opinion of the Umpire—unfit for fair use, the Umpire, on being appealed to by either captain, shall at once put the alternate ball into play and call for a new one.

THE BAT.

RULE 13. The Bat.

SEC. 1. Must be made wholly of wood, except that the handle may be wound with twine or a granulated substance applied, not to exceed eighteen inches from the end.

SEC. 2. It must be round, except that a portion of the surface may be flat on one side, but it must not exceed two and one-half inches in diameter in the thickest part, and must not exceed forty-two inches in length.

THE PLAYERS AND THEIR POSITIONS.

RULE 14. The players of each club in a game shall be nine in number, one of whom shall act as Captain, and in no case shall less than nine men be allowed to play on each side.

RULE 15. The players' positions shall be such as may be assigned them by their Captain, except that the Pitcher must take his position within the Pitcher's Lines, as defined in Rule 5. When in position on the field, all players will be designated "Fielders" in these rules.

RULE 16. Players in uniform shall not be permitted to seat themselves among the spectators.

RULE 17. Every Club shall be required to adopt uniforms for its players, and each player shall be required to present himself upon the field during said game in a neat and cleanly condition, but no player shall attach anything to the sole or heel of his shoes other than the ordinary base ball shoe plate.

THE PITCHER'S POSITION.

RULE 18. The pitcher shall take his position facing the batsman with both feet square on the ground, one foot on the rear line of the "box." He shall not raise either foot, unless in the act of delivering the ball, nor make more than one step in such delivery. He shall hold the ball, before the delivery, fairly in front of his body, and in sight of the Umpire. When the pitcher feigns to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat.

THE BATSMEN'S POSITION—ORDER OF BATTING.

RULE 19. The batsmen must take their positions within the Batsmen's Lines, as defined in Rule 9, in the order in which they are named on *the score*, which must contain the batting order of both nines, and be submitted by the Captains of the opposing teams to the Umpire before the game, and when approved by him THIS SCORE must be followed except in the case of a substitute player, in which case the substitute must take the place of the original player in the batting order. After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who has completed his turn—time at bat—in the preceding inning.

RULE 20. SEC. 1. When their side goes to the bat the players must immediately return to and seat themselves upon the players' bench and remain there until the side is put out, except when batsman or base runner. All bats not in use must be kept in the bat racks, and the two players next succeeding the batsman, in the order in which they are named on the score, must be ready with bat in hand to promptly take position as batsman; provided, that the Captain and one assistant only may occupy the space between the players' lines and the Captain's lines to coach base runners.

SEC. 2. No player of the side at bat, except when Batsman, shall occupy any portion of the space within the Catcher's Lines, as defined in Rule 6. The triangular space behind the Home Base is reserved for the exclusive use of the Umpire, Catcher and Batsman, and the Umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in the

hands of, or passing between, the Pitcher and Catcher, while standing in their positions.

SEC. 3. The players of the side "at bat" must occupy the portion of the field allotted them, but must speedily vacate any portion thereof that may be in the way of the ball, or of any Fielder attempting to catch or field it.

PLAYERS' BENCHES.

RULE 21. The Players' Benches must be furnished by the home club, and placed upon a portion of the ground outside the Players' Lines. They must be twelve feet in length, and must be immovably fastened to the ground. At the end of each bench must be immovably fixed a bat rack, with fixtures for holding twenty bats; one such rack must be designated for the exclusive use of the Visiting Club, and the other for the exclusive use of the Home Club.

THE GAME.

RULE 22 SEC. 1. Every Championship Game must be commenced not later than two hours before sunset.

SEC. 2. A Game shall consist of nine innings to each contesting nine, except that,

(a) If the side first at bat scores less runs in nine innings than the other side has scored in eight innings, the game shall then terminate.

(b) If the side last at bat in the ninth inning scores the winning run before the third man is out, the game shall terminate, upon the return of the ball to the pitcher.

A TIE GAME.

RULE 23. If the score be a tie at the end of nine innings to each side, play shall only be continued until the side first at bat shall have scored one or more runs than the other side, in an equal number of innings, or until the other side shall score one or more runs than the side first at bat.

A DRAWN GAME.

RULE 24. A Drawn Game shall be declared by the Umpire when he terminates a game on account of darkness or rain, after five equal innings have been played, if the score at the time is equal on the last even innings played; but if the side that went second to bat is then at the bat, and has scored the same number of runs as the other side, the Umpire shall declare the game drawn, without regard to the score of the last equal innings.

A CALLED GAME.

RULE 25 If the Umpire calls "Game" on account of darkness or rain at any time after five innings have been completed

by both sides, the score shall be that of the last equal innings played, unless the side second at bat shall have scored one or more runs than the side first at bat, in which case the score of the game shall be the total number of runs made.

A FORFEITED GAME.

RULE 26. A Forfeited Game shall be declared by the Umpire in favor of the club not in fault, at the request of such club, in the following cases:

SEC. 1. If the nine of a club fail to appear upon the field, or being upon the field, fail to begin the game within five minutes after the Umpire has called "Play," at the hour appointed for the beginning of the game, unless such delay in appearing or in commencing the game be unavoidable.

SEC. 2. If, after the game has begun, one side refuses or fails to continue playing, unless such game has been suspended or terminated by the Umpire

SEC. 3. If, after play has been suspended by the Umpire, one side fails to resume playing within five minutes after the Umpire has called "Play."

SEC. 4. If, in the opinion of the Umpire, any one of these rules is willfully violated.

SEC. 5. If, after ordering the removal of a player, as authorized by Rule 57, Sec. 5, said order is not obeyed within five minutes.

SEC. 6. In case the Umpire declares a game forfeited, he shall transmit a written notice thereof to the President of the Association within twenty four hours thereafter.

NO GAME.

RULE 27. "No Game" shall be declared by the Umpire if he shall terminate play on account of rain or darkness, before five innings on each side are completed.

SUBSTITUTES.

RULE 28. SEC. 1. In every championship game each team shall be required to have present on the field, in uniform, at least one or more substitute players.

SEC. 2. One player, whose name shall be printed on the score card as an extra player, may be substituted at the end of any completed innings by either club, but the player retired shall not thereafter participate in the game. In addition thereto a substitute may be allowed at any time in place of a player disabled in the game then being played, by reason of illness or injury, of the nature and extent of which the Umpire shall be the sole judge.

SEC. 3. The Base Runner shall not have a substitute run for him, except by consent of the Captains of the contesting teams.

CHOICE OF INNINGS—CONDITION OF GROUND.

RULE 29. The choice of innings shall be given to the Captain of the Home Club, who shall also be the sole judge of the fitness of the ground for beginning a game after rain.

THE DELIVERY OF THE BALL—FAIR AND UNFAIR BALLS.

RULE 30. A Fair Ball is a ball delivered by the Pitcher while standing wholly within the lines of his position, and facing the batsman, the ball, so delivered to pass over the home base, not lower than the batsman's knee, nor higher than his shoulder.

RULE 31. An Unfair Ball is a ball delivered by the Pitcher, as in Rule 30, except that the ball does not pass over the Home Base, or does pass over the Home Base above the batsman's shoulder, or below the knee.

BALKING.

RULE 32. A Balk is

SEC. 1. Any motion made by the Pitcher to deliver the ball to the bat without delivering it, and shall be held to include any and every accustomed motion with the hands, arms or feet, or position of the body assumed by the Pitcher in his delivery of the ball, and any motion calculated to deceive a base runner, except the ball be accidentally dropped.

SEC. 2. The holding of the ball by the Pitcher so long as to delay the game unnecessarily ; or

SEC. 3. Any motion to deliver the ball, or the delivering the ball to the bat by the Pitcher when any part of his person is upon ground outside of the lines of his position, including all preliminary motions with the hands, arms and feet.

DEAD BALLS.

RULE 33. A Dead Ball is a ball delivered to the bat by the Pitcher that touches the Batsman's bat without being struck at, or any part of the Batsman's person or clothing while standing in his position without being struck at ; or any part of the Umpire's person or clothing, while on foul ground, without first passing the Catcher.

RULE 34. In case of a Foul Strike, Foul Hit ball not legally caught out, Dead Ball, or Base Runner put out for being struck by a fair hit ball, the ball shall not be considered in play until it is held by the Pitcher standing in his position.

BLOCK BALLS.

RULE 35. SEC. 1. A Block is a batted or thrown ball that is stopped or handled by any person not engaged in the game.

SEC. 2. Whenever a Block occurs the Umpire shall declare it, and Base Runners may run the bases, without being put out, until the ball has been returned to and held by the Pitcher standing in his position.

SEC. 3. In the case of a Block, if the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the Fielders, the Umpire should call "Time," and require each base runner to stop at the last base touched by him until the ball be returned to the Pitcher standing in his position.

THE SCORING OF RUNS.

RULE 36. One Run shall be scored every time a Base Runner, after having legally touched the first three bases, shall touch the Home Base before three men are put out. If the third man is forced out, or is put out before reaching First Base, a run shall not be scored.

THE BATTING RULES.

RULE 37. A Fair Hit is a ball batted by the batsman, standing in his position, that first touches the ground, the First Base, the Third Base, any part of the person of a player, Umpire, or any other object that is in front of or on either of the Foul Lines, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair Ground) bounds or rolls within the Foul Lines, between Home and First, or Home and Third Bases, without interference by a player.

RULE 38. A Foul Hit is a ball batted by the Batsman, standing in his position, that first touches the ground, any part of the person of a player, or any other object that is behind either of the Foul Lines, or that strikes the person of such Batsman, while standing in his position, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair Ground) bounds or rolls outside the Foul Lines, between Home and First or Home and Third Bases, without interference by a player. Provided, that a Foul Hit not rising above the Batsman's head and caught by the Catcher playing within ten feet of the Home Base, shall be termed a Foul Tip.

BALLS BATTED OUTSIDE THE GROUNDS.

RULE 39. When a batted ball passes outside the grounds, the Umpire shall decide it Fair should it disappear within, or Foul should it disappear outside of the range of the Foul Lines, and Rules 37 and 38 are to be construed accordingly.

RULE 40. A Fair batted ball that goes over the fence at a less distance than two hundred and ten feet from Home Base shall

entitle the Batsman to two bases and a distinctive line shall be marked on the fence at this point.

STRIKES.

RULE 41. A Strike is

SEC. 1. A ball struck at by the Batsman without its touching his bat; or

SEC. 2. A Fair Ball, legally delivered by the Pitcher, but not struck at by the Batsman.

SEC. 3. Any obvious attempt to make a foul hit.

RULE 42. A Foul Strike is a ball batted by the Batsman when any part of his person is upon ground outside the lines of the Batsman's position.

THE BATSMAN IS OUT.

RULE 43. The Batsman is out:

SEC. 1. If he fails to take his position at the bat in his order of batting, unless the error be discovered and the proper Batsman takes his position before a fair hit has been made, and in such case the balls and strikes called must be counted in the time at bat of the proper Batsman: *Provided*, this rule shall not take effect unless *the out* is declared before the ball is delivered to the succeeding Batsman.

SEC. 2. If he fails to take his position within one minute after the Umpire has called for the Batsman.

SEC. 3. If he makes a Foul Hit, other than a Foul Tip as defined in Rule 38 and the ball be momentarily held by a Fielder before touching the ground, provided it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder before being caught.

SEC. 4. If he makes a Foul Strike.

SEC. 5. If he attempts to hinder the Catcher from fielding the ball, evidently without effort to make a fair hit.

SEC. 6. If, while the First Base be occupied by a base runner, three strikes be called on him by the Umpire, except when two men are already out.

SEC. 7. If, while making the third strike, the ball hits his person or clothing.

SEC. 8. If, after two strikes have been called, the Batsman obviously attempts to make a foul hit, as in Section 3, Rule 41.

BASE RUNNING RULES.

WHEN THE BATSMAN BECOMES A BASE RUNNER.

RULE 44. The Batsman becomes a Base Runner:

SEC. 1. Instantly after he makes a Fair Hit.

SEC. 2. Instantly after four Balls have been called by the Umpire.

SEC. 3. Instantly after three strikes have been declared by the Umpire.

SEC. 4. If, while he be a Batsman, his person or clothing be hit by a ball from the pitcher, unless—in the opinion of the Umpire—he intentionally permits himself to be so hit.

SEC. 5 Instantly after an illegal delivery of a ball by the pitcher

BASES TO BE TOUCHED.

RULE 45. The Base Runner must touch each Base in regular order, viz.: First, Second, Third and Home Bases; and when obliged to return (except on a foul hit) must retouch the base or bases in reverse order He shall only be considered as holding a base after touching it, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding Base Runner.

ENTITLED TO BASES.

RULE 46. The Base Runner shall be entitled, without being put out, to take one Base in the following cases:

SEC. 1. If, while he was Batsman, the Umpire called four Balls.

SEC. 2. If the Umpire awards a succeeding Batsman a base on four balls, or for being hit with a pitched ball, or in case of an illegal delivery—as in Rule 44, Sec. 5—and the Base Runner is thereby forced to vacate the base held by him.

SEC. 3. If the Umpire calls a "balk."

SEC. 4. If a ball delivered by the Pitcher pass the Catcher and touch the Umpire or any fence or building within ninety feet of the Home Base.

SEC. 5. If upon a fair hit the Ball strikes the person or clothing of the Umpire on fair ground.

SEC. 6. If he be prevented from making a base by the obstruction of an adversary.

SEC. 7. If the Fielder stop or catch a batted ball with his hat or any part of his dress.

RETURNING TO BASES.

RULE 47. The Base Runner shall return to his Base, and shall be entitled to so return without being put out.

SEC. 1. If the Umpire declares a Foul Tip (as defined in Rule 38) or any other Foul Hit not legally caught by a Fielder.

SEC. 2. If the Umpire declares a Foul Strike.

SEC. 3. If the Umpire declares a Dead Ball, unless it be also

the fourth Unfair Ball, and he be thereby forced to take the next base, as provided in Rule 46, Sec. 2.

Sec. 4. If the person or clothing of the Umpire is struck by a ball thrown by the Catcher to intercept a Base Runner.

WHEN BASE RUNNERS ARE OUT.

Rule 48. The Base Runner is out:

Sec. 1. If, after three strikes have been declared against him while Batsman, and the Catcher fail to catch the third strike ball, he plainly attempts to hinder the Catcher from fielding the ball.

Sec. 2. If, having made a Fair Hit while Batsman, such fair hit ball be momentarily held by a Fielder, before touching the ground or any object other than a Fielder: *Provided*, it be not caught in a Fielder's hat or cap.

Sec. 3. If, when the Umpire has declared three strikes on him, while batsman, the third strike ball be momentarily held by a Fielder before touching the ground. *Provided*, it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder before being caught.

Sec. 4. If, after Three Strikes or a Fair Hit, he be touched with the ball in the hand of a Fielder before such Base Runner touches First Base.

Sec. 5. If, after Three Strikes or a Fair Hit, the ball be securely held by a Fielder, while touching First Base with any part of his person, before such Base Runner touches First Base.

Sec. 6. If, in running the last half of the distance from Home Base to First Base, he runs outside the Three Feet Lines, as defined in Rule 10; except that he must do so if necessary to avoid a Fielder attempting to field a batted ball, and in such case shall not be declared out.

Sec. 7. If, in running from First to Second Base, from Second to Third Base, or from Third to Home Base, he runs more than three feet from a direct line between such bases to avoid being touched by the ball in the hands of a Fielder; but in case a Fielder be occupying the Base Runner's proper path, attempting to field a batted ball, then the Base Runner shall run out of the path and behind said Fielder, and shall not be declared out for so doing.

Sec. 8. If he fails to avoid a Fielder attempting to field a batted ball, in the manner prescribed in Sections 6 and 7 of this Rule; or if he, in any way, obstructs a Fielder attempting to field a batted ball, or intentionally interferes with a thrown ball: *Provided*, That if two or more Fielders attempt to field a batted ball, and the Base Runner comes in contact with one or more of them, the Umpire shall determine which Fielder is entitled to the bene-

fit of this Rule, and shall not decide the Base Runner out for coming in contact with any other Fielder.

SEC. 9. If, at any time while the ball is in play, he be touched by the ball in the hands of a Fielder, unless some part of his person is touching a base he is entitled to occupy: *Provided*, The ball be held by the Fielder after touching him; but (exception as to First Base), in running to First Base, he may overrun said base without being put out for being off said base, after first touching it, provided he returns at once and retouches the base, after which he may be put out as at any other base. If, in overrunning First Base, he also attempts to run to Second Base, or, after passing the base he turns to his left from the foul line, he shall forfeit such exemption from being put out.

SEC. 10. If, when a Fair or Foul Hit ball, other than a foul tip as referred to in Rule 38, is legally caught by a Fielder, such ball is legally held by a Fielder on the base occupied by the Base Runner when such ball was struck (or the Base Runner be touched with the ball in the hands of a Fielder), before he retouches said base after such Fair or Foul Hit ball was so caught. *Provided*, That the Base Runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by the Pitcher before the Fielder holds it on said base, or touches the Base Runner with it; but if the Base Runner in attempting to reach a base, detaches it before being touched or forced out he shall be declared safe.

SEC. 11. If, when a Batsman becomes a Base Runner, the First Base, or the First and Second Bases, or the First, Second and Third Bases, be occupied, any Base Runner so occupying a base shall cease to be entitled to hold it until any following Base Runner is put out and may be put out at the next base or by being touched by the ball in the hands of a Fielder in the same manner as in running to First Base, at any time before any following Base Runner is put out.

SEC. 12. If a Fair Hit ball strike him *before touching the fielder* and in such case no base shall be run unless forced by the Batsman becoming a Base Runner, and no run shall be scored.

SEC. 13. If when running to a base or forced to return to a base, he fail to touch the intervening base or bases, if any, in the order prescribed in Rule 45, he may be put out at the base he fails to touch, or by being touched by the ball in the hands of a Fielder, in the same manner as in running to First Base.

SEC. 14. If, when the Umpire calls "Play," after any suspension of a game, he fails to return to and touch the base he occupied when "Time" was called before touching the next base.

WHEN BATSMAN OR BASE RUNNER IS OUT.

RULE 49. The Umpire shall declare the Batsman or Base Runner out, without waiting for an appeal for such decision, in all cases where such player is put out in accordance with these rules, except as provided in Rule 48, Sections 10 and 14.

COACHING RULES.

RULE 50. The Captains and Coachers are restricted in coaching to the Base Runner only, and are not allowed to address any remarks except to the Base Runner, and then only in words of necessary direction ; and no player shall use language which will in any manner refer to or reflect upon a player of the opposing club, or the audience, To enforce the above, the Captain of the opposite side may call the attention of the Umpire to the offence, and upon a repetition of the same the club shall be debarred from further coaching during the game.

THE UMPIRE.

RULE 51. The Umpire shall not be changed during the progress of a game, except for reasons of illness or injury.

HIS POWERS AND JURISDICTION.

RULE 52. SEC. 1. The Umpire is master of the Field from the commencement to the termination of the game, and is entitled to the respect of the spectators, and any person offering any insult or indignity to him must be promptly ejected from the grounds.

SEC. 2. He must compel the players to observe the provisions of all the Playing Rules, and he is hereby invested with authority to order any player to do or omit to do any act as he may deem necessary, to give force and effect to any and all of such provisions.

SPECIAL DUTIES.

RULE 53. The Umpire's duties shall be as follows :

SEC. 1. The Umpire is the sole and absolute judge of play. In no instance shall any person be allowed to question the correctness of any decision made by him except the Captains of the contending nines, and no other player shall at such time leave his position in the field, his place at the bat, on the bases or players' bench, to approach or address the Umpire in word or act upon such disputed decision. Neither shall any Manager or other officers of either club—except the Captains as before mentioned —be permitted to go upon the field or address the Umpire in regard to such disputed decision, under a penalty of a forfeiture

of the game to the opposing club. The Umpire shall in no case appeal to any spectator for information in regard to any case, and shall not reverse his decision on any point of play on the testimony of any player or bystander.

SEC. 2. Before the commencement of a Game, the Umpire shall see that the rules governing all the materials of the game are strictly observed. He shall ask the Captain of the Home Club whether there are any special ground rules to be enforced, and if there are, he shall see that they are duly enforced, provided they do not conflict with any of these Rules. He shall also ascertain whether the fence in the rear of the Catcher's position is distant ninety feet from the Home Base.

SEC. 3. The Umpire must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third man is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the fielders are in their places.

SEC. 4. The Umpire shall count and call every "unfair ball" delivered by the Pitcher, and every "dead ball," if also an unfair ball, as a "ball," and he shall also count and call every "strike." Neither a "ball" nor a "strike" shall be counted or called until the ball has passed the home base. He shall also declare every "Dead Ball," "Block," "Foul Hit," "Foul Strike," and "Balk."

RULE 54. For the special benefit of the patrons of the game, and because the offences specified are under his immediate jurisdiction, and not subject to appeal by players, the attention of the Umpire is particularly directed to possible violations of the purpose and spirit of the Rules of the following character:

SEC. 1. Laziness or loafing of players in taking their places in the field, or those allotted them by the Rules when their side is at the bat, and especially any failure to keep the bats in the racks provided for them; to be ready (two men) to take position as Batsmen, and to remain upon the Players' Bench, except when otherwise required by the Rules.

SEC. 2. Any attempt by players of the side at bat, by calling to a Fielder, other than the one designated by his Captain, to field a ball, or by any other equally disreputable means seeking to disconcert a Fielder.

SEC. 3. The Rules make a marked distinction between hindrance of an adversary in fielding a batted or thrown ball. This has been done to rid the game of the childish excuses and claims formerly made by a Fielder failing to hold a ball to put out a Base

Runner. But there may be cases of a Base Runner so flagrantly violating the spirit of the Rules and of the Game in obstructing a Fielder from fielding a thrown ball that it would become the duty of the Umpire, not only to declare the Base Runner "out" (and to compel any succeeding Base Runners to hold their bases), but also to impose a heavy fine upon him. For example: If the Base Runner plainly strike at the ball while passing him, to prevent its being caught by a Fielder; if he holds a Fielder's arms so as to disable him from catching the ball, or if he run against or knock the Fielder down for the same purpose.

CALLING "PLAY" AND "TIME."

RULE 55. The Umpire must call "Play," promptly at the hour designated by the Home Club, and on the call of "Play" the game must immediately begin. When he calls "Time," play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run, or run be scored. The Umpire shall suspend play only for an accident to himself or a player (but in case of accident to a Fielder, "Time" shall not be called until the ball be returned to, and held by the Pitcher, standing in his position), or in case rain falls so heavily that the spectators are compelled, by the severity of the storm, to seek shelter, in which case he shall note the time of suspension, and should such rain continue to fall thirty minutes thereafter, he shall terminate the game; or to enforce order in case of annoyance from spectators.

RULE 56. The Umpire is only allowed, by the Rules, to call "Time" in case of an accident to himself or a player, a "Block," as referred to in Rule 35, Sec. 3, or in case of rain, as defined by the Rules. The practice of players suspending the game to discuss or contest a discussion with the Umpire, is a gross violation of the Rules, and the Umpire must promptly fine any player who interrupts the game in this manner.

INFLICTING FINES.

RULE 57. The Umpire is empowered to inflict fines of not less than $5.00 nor more than $25.00 for the first offence on players during the progress of a game, as follows:

SEC 1. For indecent or improper language addressed to the audience, the Umpire or any player.

SEC. 2. For the Captain or Coacher willfully failing to remain within the legal bounds of his position, except upon an appeal by the Captain from the Umpire's decision upon a misinterpretation of the rules.

SEC. 3. For the disobedience by a player of any other of his orders, or for any other violation of these Rules.

SEC. 4. In case the Umpire imposes a fine on a player, he shall at once notify the Captain of the offending player's side, and shall transmit a written notice thereof to the President of the Association or League within twenty-four hours thereafter, under the penalty of having said fine taken from his own salary.

SEC. 5. A repetition of any of the above offences shall, at the discretion of the Umpire, subject the offender either to a repetition of the fine or to removal from the field and the immediate substitution of another player then in uniform.

FIELD RULES.

RULE 58. No Club shall allow open betting or pool selling upon its grounds, nor in any building owned or occupied by it.

RULE 59. No person shall be allowed upon any part of the field during the progress of the game, in addition to the players in uniform, the Manager on each side and the Umpire; except such officers of the law as may be present in uniform, and such officials of the Home Club as may be necessary to preserve the peace.

RULE 60. No Umpire, Manager, Captain or Player shall address the audience during the progress of a game, except in case of necessary explanation.

RULE 61. Every Club shall furnish sufficient police force upon its own grounds to preserve order, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the Visiting Club may refuse to play further until the field be cleared. If the ground be not cleared within fifteen minutes thereafter, the Visiting Club may claim, and shall be entitled to, the game by a score of nine runs to none (no matter what number of innings have been played).

GENERAL DEFINITIONS.

RULE 62. "Play" is the order of the Umpire to begin the game or to resume play after its suspension.

RULE 63. "Time" is the order of the Umpire to suspend play. Such suspension must not extend beyond the day of the game.

RULE 64. "Game" is the announcement by the Umpire that the game is terminated.

RULE 65 "An Inning" is the term at bat of the nine players representing a Club in a game, and is completed when three of such players have been put out as provided in these Rules.

RULE 66. "A Time at Bat" is the term at bat of a Batsman. It begins when he takes his position, and continues until he is put out or becomes a Base Runner; except when, because of being hit by a pitched ball, or in case of an illegal delivery by the Pitcher, as in Rule 44.

RULE 67. "Legal" or "Legally" signifies as required by these Rules.

SCORING.

RULE 68. In order to promote Uniformity in Scoring Championship Games, the following instructions, suggestions and definitions are made for the benefit of scorers, and they are required to make all scores in accordance therewith.

BATTING.

SEC. 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game. The time or times where the player has been sent to base by being hit by a pitched ball, by the pitcher's illegal delivery, or by a base on balls shall not be included in this column.

SEC. 2. In the second column should be set down the runs made by each player.

SEC. 3. In the third column should be placed the first base hits made by each player. A base hit should be scored in the following cases :

When the ball from the bat strikes the ground within the foul lines, and out of reach of the fielders.

When a hit ball is partially or wholly stopped by a fielder in motion, but such player cannot recover himself in time to handle the ball before the striker reaches First Base.

When a hit ball is hit so sharply to an infielder that he cannot handle it in time to put out the batsman. In case of doubt over this class of hits, score a base hit, and exempt the fielder from the charge of an error.

When a ball is hit so slowly towards a fielder that he cannot handle it in time to put out the batsman.

That in all cases where a base runner is retired by being hit by a batted ball, the batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the Umpire, as defined in Rule 37.

SEC. 4. In the fourth column shall be placed Sacrifice Hits, which shall be credited to the batsman, who when but one man is out advances a runner a base on a fly to the outfield or a ground hit, which results in putting out the batsman, or would so result if handled without error.

FIELDING.

SEC. 5. The number of opponents put out by each player shall be set down in the fifth column. Where a striker is given out by the Umpire for a foul strike, or because he struck out of his turn, the put-out shall be scored to the Catcher.

SEC. 6. The number of times the player assists shall be set down in the sixth column. An assist should be given to each

player who handles the ball in assisting a run out or other play of the kind.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who should complete the play fails, through no fault of the player assisting.

And generally an assist should be given to each player who handles the ball from the time it leaves the bat until it reaches the player who makes the put out, or in case of a thrown ball, to each player who throws or handles it cleanly and in such a way that a put-out results, or would result if no error were made by the receiver.

ERRORS.

SEC. 7. An error shall be given in the seventh column for each misplay which allows the striker or base runner to make one or more bases when perfect play would have insured his being put out, except that "wild pitches," "bases on balls," "bases on the batsman being struck by a pitched ball," or case of illegal pitched ball, balks and passed balls, shall not be included in said column. In scoring errors of batted balls see Section 3 of this Rule.

STOLEN BASES.

SEC. 8. Stolen bases shall be scored as follows:

Any attempt to steal a base must go to the credit of the base runner, whether the ball is thrown wild or muffed by the fielder, but any manifest error is to be charged to the fielder making the same. If the base runner advances another base he shall not be credited with a stolen base, and the fielder allowing the advancement is also to be charged with an error. If a base runner makes a start and a battery error is made, the runner secures the credit of a stolen base, and the battery error is scored against the player making it. Should a base runner overrun a base and then be put out, he should receive the credit for the stolen base.

EARNED RUNS.

SEC. 9. An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side.

THE SUMMARY.

RULE 69. The Summary shall contain:

SEC. 1. The number of earned runs made by each side.
SEC. 2. The number of two-base hits made by each player.
SEC. 3. The number of three-base hits made by each player.
SEC. 4. The number of home runs made by each player.
SEC. 5. The number of bases stolen by each player.

SEC. 6. The number of double and triple plays made by each side, with the names of the players assisting in the same.

SEC. 7. The number of men given bases on called balls, by each Pitcher.

SEC. 8. The number of men given bases from being hit by pitched balls.

SEC. 9 The number of men struck out.

SEC. 10. The number of passed balls by each Catcher.

SEC. 11. The number of wild pitches by each Pitcher.

SEC. 12. The time of game.

SEC. 13. The name of the Umpire.

AMENDMENTS.

RULE 70. No Amendment or change of any of these National Playing Rules shall be made, except by a joint committee on rules, consisting of three members from the National League and three members from the American Association. Such committee to be appointed at the annual meetings of each of said bodies to serve one year from the twentieth day of December of each year. Such committee shall have full power to act, provided that such amendments shall be made only by an affirmative vote of the majority of each delegation.

INDEX.

SPALDING'S SCORE BOOK.

Spalding's Pocket and Club Score Book continues to be the popular score book, and is used by all the leading scorers and base ball reporters. They are adapted for the spectator of ball games, who scores for his own amusement, as well as the official club scorer, who records the minutest detail. By this system, the art of scoring can be acquired in a single game.

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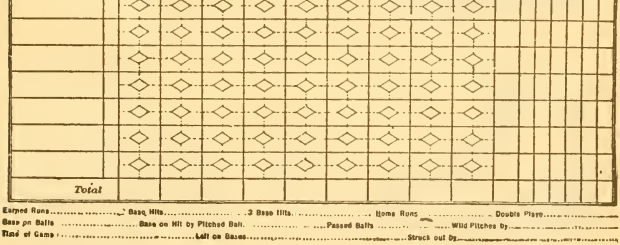

The above represents a page in our Score Book, greatly reduced. The diamond in the center of the square represents the base ball field. The home base is at the bottom of diamond, the first base at right side, etc. The spaces in each corner of the square are intended to be used in scoring whatever may have happened to batter or base runner on the line between the two bases forming a boundary of said space.

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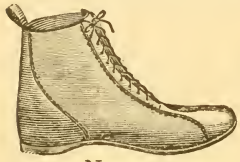

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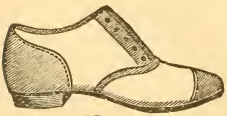

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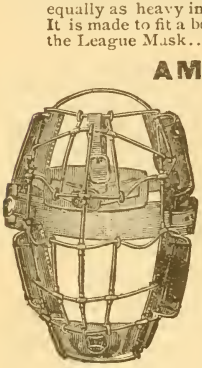

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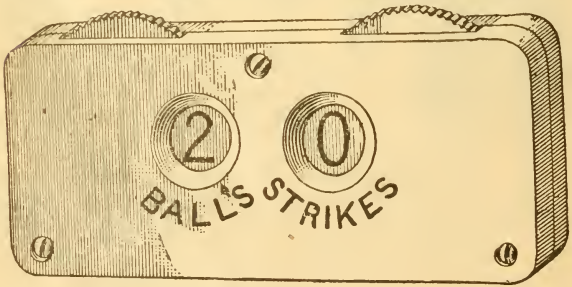

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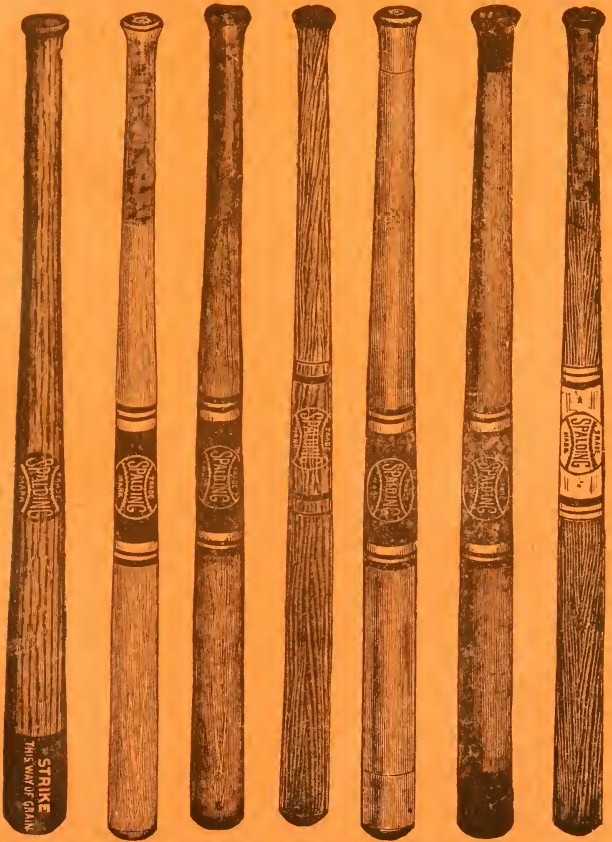

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